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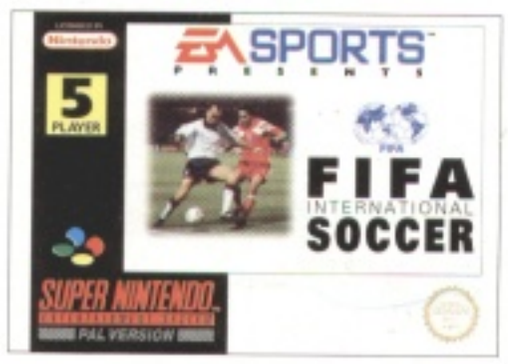


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MUSIC BY TOSHIYUKI HONDA SPECIAL EFFECTS BY KOICHI KAWAKITA
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Super PLAY

July 1994 Issue 21

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**Here's another little Japanese quiz thing. What were the Hiryu and Soryu? Here's a clue: they'd often been seen around the Musashi. Send your answers to: The Tricky Compo, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2BL by 1 August. You could win a cart, so say which one you would like.**

**Next issue on sale: Thursday, 7 July 1994**

***Super Play* comes from the baking sauna-type top floor we share with *MEGA*. Elsewhere in Bath we also do: *GamesMaster*, *Amiga Power*, *Total!*, *CD ROM Today*, *Sega Power*, *Amiga Format*, *PC Format*, *ST Format*, *Edge*, and not forgetting the sweet smell of *PC Gamer*.**

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**'Should be a cosy 10 minutes.'**

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Future PUBLISHING

## SUPER PLAY EDITORIAL

# FROM THE BIG CHAIR

**Our full contents listing starts just over the page**

**Are Super FX games really worth making a fuss about? Well yes, frankly, they are. It's often said that the SNES software market has to keep moving ahead just to stay still in this fast-paced world. I haven't got a clue what this actually means, but the logic, presumably, is that you've got to keep improving games.**

There are two ways to do this: firstly, you can simply make better games, learning from experience. If this was true, and if everybody believed it, there wouldn't be all those pathetic, samey platformers churned out month after month.

Secondly, you can take the hardware and make it better. That's exactly what's happened with the Super FX chip. Since *Starfox*, it's been updated and improved, and now the next generation of Super FX games are nearly here. There's *Vortex*, the assault-suit fighting game which occupies our cover so handsomely; there's *Stunt Race FX;* and there's *Powerslide*. Hey, there's even rumours of *Starfox 2*. So, finally, the SNES market is about to embrace the next generation of excellent games.

The other big bit of news is that Nintendo are launching a 32-bit machine to sit between the SNES and Project Reality. Although this is very good news, it has clouded the water slightly as to what us SNES-owners should be planning to buy. Should you get a 32-bit VR-style machine, or should you hang onto your SNES and wait until the 64-bit Project Reality is out? The truth is that not enough is known about the 32-bit machine yet to answer that. But whatever happens, Nintendo will be committed to the Super Nintendo for a long time to come, so whichever new machine eventually suits your game-playing needs and your pocket, you have still got a fine platform at the moment, and one which isn't going to go away.

Now read on and enjoy *Super Play*'s July issue!

James Leach

**James Leach, Editor**

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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Without a thought for his personal safety, our mysterious, be-ponchoed stranger deals ruthlessly with every gun-totin' query to give him sassy lip in the saloon.

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Every idea, every thought that you send to us is carefully sifted and categorised. Then we make up a load of letters and put silly names at the end of them. Read a few and you'll see what we mean.

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**BACK ISSUES** ..... 91
Buy these and then sell them off at a modest return. Help the economy and undercut the profiteering *Super Play* salesman Jason Brookes, thus forcing him into premature bankruptcy.

**SUPERMARKET** ..... 92
Buying or selling something? Or simply interested in seeing how much dosh SNES stuff is going for? It's all here. And there's a free cup of coffee included!

**NEXT MONTH** ..... 98
We were going to change this to Last Month, but somehow it didn't have the same progressive, forward-looking aspect we were hoping to engender.

ABC: 50,578*
*Super Play's circulation – measured by the Audit Bureau of Circulation.

## LIVE FROM HELL CITY

If Japan is the place for you, read all about in Hell City. You'll learn many strange Oriental things, as well as finding out about the SNES games the Japanese are making a fuss about.

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## SUPER PLAYER'S GUIDE

### CLAY FIGHTER

They fight, and they are made of clay, ostensibly. Find out all the moves and all the specials with our top number one guide thing. It really has got the lot, in no small measure.

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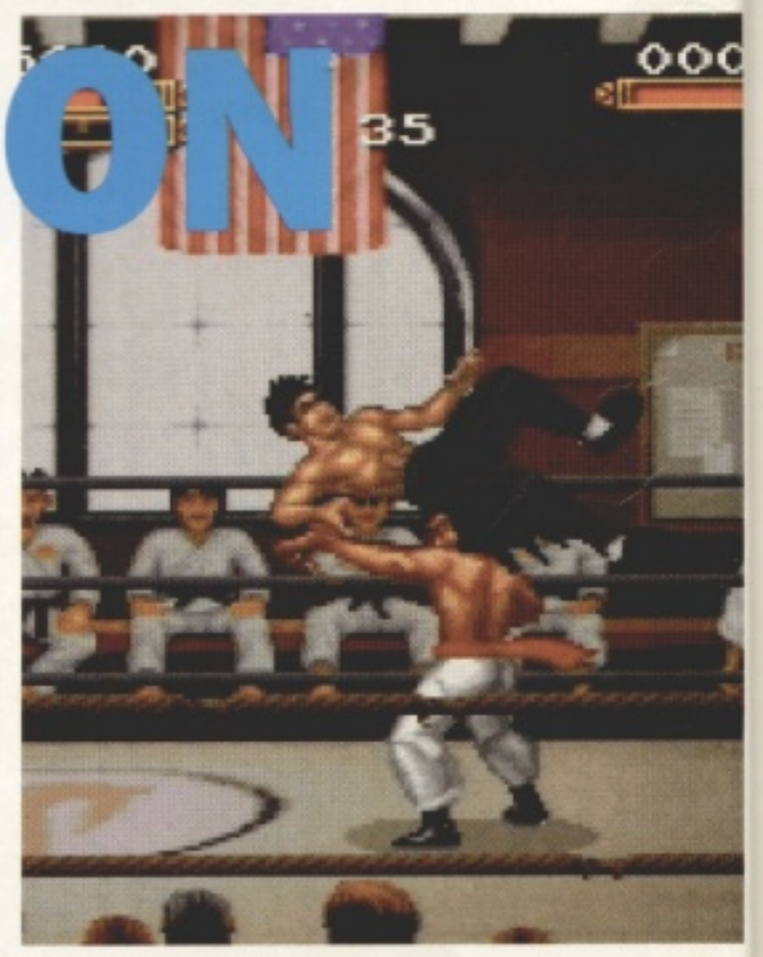
### DRAGON




Could Bruce Lee's combat game really beat *Street Fighter II*? Just how good is the very latest in state-of-the-art fighting games? The answer will surprise you.

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## FX ATTACK!

*Starwing* was the first game, but what can you expect from the wonderful Super FX chip in the future? Well *Vortex*, for a start. Turn with all haste to this page to find out just how good it is. 26

## WIN A TRIP TO TOKYO!

You've seen the card on the cover? Good. Turn to page 78 and find out how it could send you (and a parent, or a chum) to Tokyo on a top holiday for six days; as well as saving you loads of money on Sony games. 78

PLUS!

## NINTENDO'S NEW CONSOLE

They kept it quiet, but we've found out all sorts of info on the machine you could well be buying in a while. Just how much better than the SNES is it? And is your Super Nintendo becoming redundant? 8

EXCLUSIVE REVIEW!



## WORLD CUP USA '94

More football. And this one you really should have a look at. Here's the full review awaiting your perusal. 62

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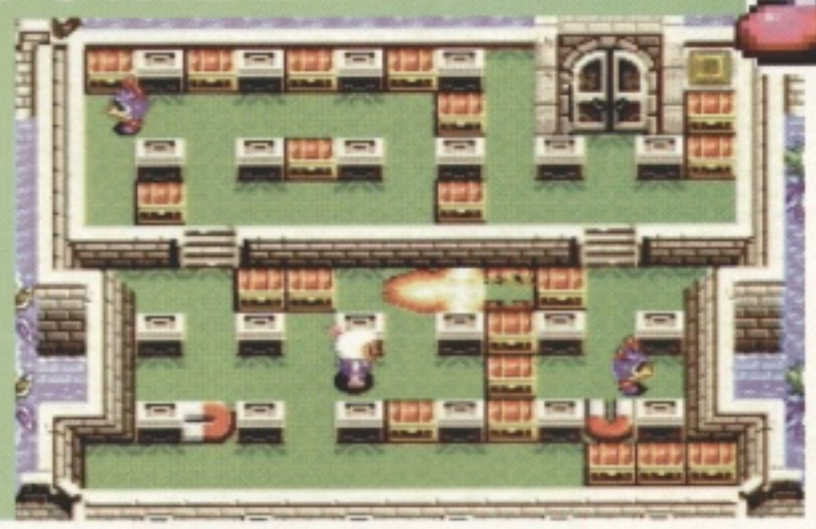
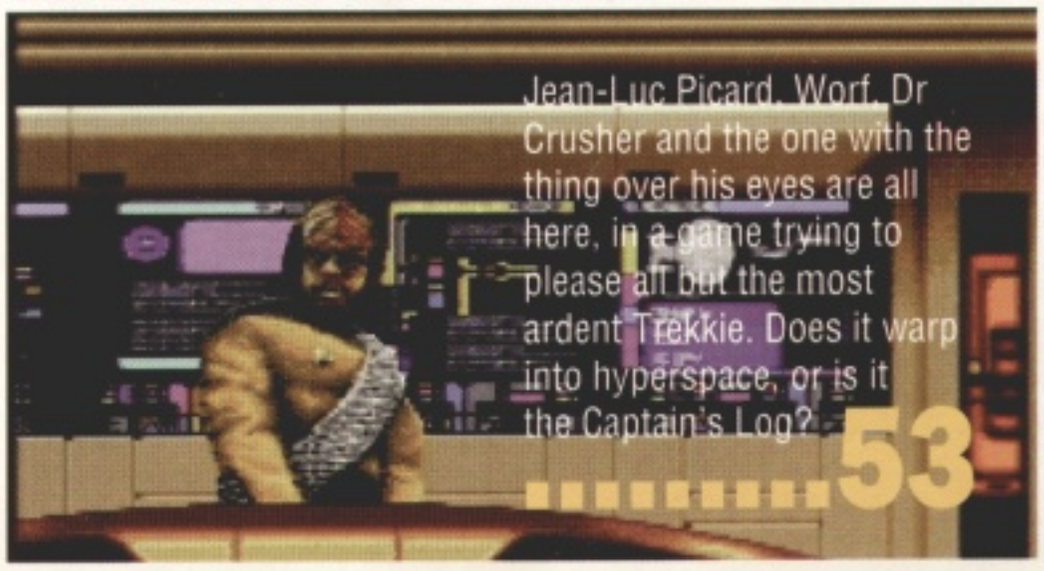
The eagerly-awaited review of arguably the best SNES game ever is here! Find out *everything* about *Super Bomberman 2*... 32



## THE JUNGLE BOOK

Every loves *The Jungle Book*. Mowgli, Baloo, er, Yogi and Boo Boo. Well, does the game play like the film? Does the film play at all? If so, where? We answer your questions in this review. Probably. 38

## STAR TREK: THE NEXT GENERATION



Jean-Luc Picard, Worf, Dr Crusher and the one with the thing over his eyes are all here, in a game trying to please all but the most ardent Trekkie. Does it warp into hyperspace, or is it the Captain's Log? 53

# SUPER PLAY PROFILES

Some more gratuitous pics of the team...

## James Leach

Summer is the best time for: Love, laughter, sharing quality time with friends, and of course, bouts of hayfever.
And I like to: Explore the magical jewel we call Brian.
But what I hate is: Sorry, that should be Britain, of course.
Big this summer will be: The tailbacks on the M4 as everybody has the same idea.

## Sue Grant

Summer is the best time for: Sitting on the grass and getting a wet bum.
And I like to: Spread out on a cagoule or anorak for dryness.
But what I hate is: Clumps of nettles, wasps and gnats.
Big this summer will be: Sales of insecticides, creams, weedkillers, and things to make outside more bearable.

## Zy Nicholson

Summer is the best time for: Beholding nature's verdant beauty and kipping in parks.
And I like to: Meld with the Earth and feel her life-force.
But what I hate is: Waking up with a wet bum and finding a beetle's crawled in my ear.
Big this summer will be: Glastonbury, Stonehenge and the Bristol balloon festival.

## Tony Mott

Summer is the best time for: Saving money on your domestic heating bills.
And I like to: Corner small children in parks and chew their cheeks.
But what I hate is: People playing so-called 'cricket' on the telly. Why do they bother?
Big this summer will be: Flip-flops, peeling noses and cats.

## Lisa Nicholls

Summer is the best time for: Going on holiday to a gorgeous, unspoilt island.
And I like to: Look at the most beautiful places in all the travel brochures.
But what I hate is: The places are always overcrowded and filled with brickies from Kent.
Big this summer will be: Their horrible red tummies.

## Wil Overton

Summer is the best time for: Fitting air-conditioning to your mobile assault suit.
And I like to: Rampage in the sea off the coast of Hokkaido.
But what I hate is: Getting attacked by swarms of hi-tech police bomber aircraft.
Big this summer will be: Laser cannons, gatling guns and reactive armour plating.

# SUPER

## NEWS NETWORK SUPER NINTENDO NEW

**In Super Express this month: Nintendo's new 32-bit machine; previews of *Super Street Fighter II*; *Crazy Chase*; *Excite League '94* and *Empire Soccer*; and Nintendo announces a price cut for *Starwing*.**

# 32-1

**In a surprise announcement, Nintendo of Japan has revealed plans for a new 32-bit games machine to be launched early next year.**

It is claimed that the 32-bit standalone system will be a 'Virtual Reality' machine, allowing the user to 'experience VR without glasses'. Although little is known about the hardware yet, Nintendo's official communique to its global subsidiaries revealed several interesting facts about the device. It is known that the console will not require a television set, settling instead for a built-in display. This display will not entail the wearing of a specially-designed helmet or goggles, however. President Hiroshi Yamauchi claims that 'it is going to be super VR by which you can experience Virtual Reality without HMD [Head-Mounted Display]'.

The intriguing part of the story is this supposed VR display, which may be an exaggeration of the machine's actual capabilities (in other words, don't let your imagination run away with the idea that Nintendo has somehow produced a holographic projection unit...). That's not to say it won't be capable of fast and impressive three-dimensional graphics rendering, as opposed to the Super Nintendo's sprite and parallax handling; but the console's screen display (currently being developed in collaboration with an American company) wil

# R EXPRESS

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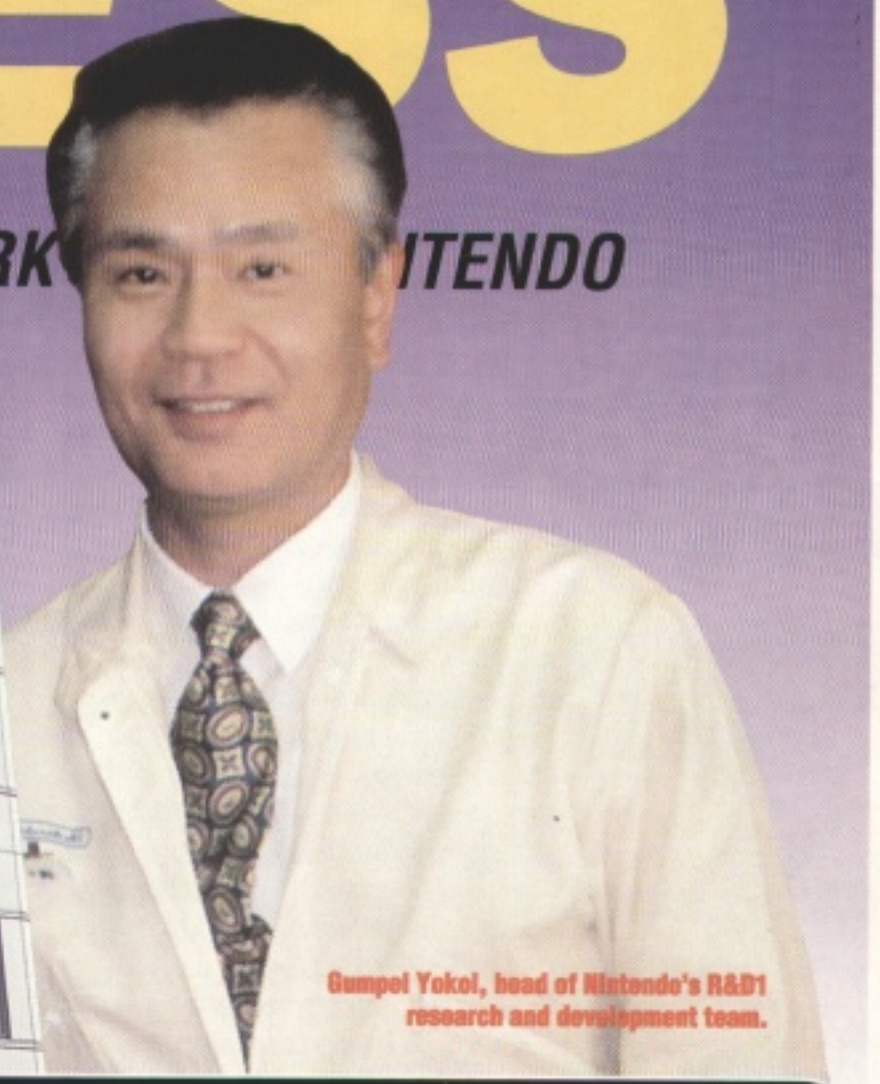


Gumpei Yokoi, head of Nintendo's R&D1 research and development team.

# BIT CONSOLE ANNOUNCED

be extremely innovative. You may remember our news feature on Sony's LCD projector (*SP*16), which we tipped as something to watch in the future. That future may already be upon us, as we suspect the 32-bit machine will make full use of this technology to include a full-colour projection television. We might venture so far as to suggest that it will be the sheer size of the video picture – when projected onto a wall or screen – that is supposed to generate a sense of immersion in the Virtual game environment.

Regardless of the methods employed, Nintendo has given its assurance that they can sell the new console at a price of less than ¥20,000 (under $200, or £110). They also revealed that software for the console will be cheaper than that for the SNES, raising the possibility that Nintendo might finally resort to the CD medium after all. The machine is intended as a rival to 3DO, another 32-bit console which uses CD.

Disappointingly, this stunning announcement has also served as an indictment of the Japanese giant's relationship with its overseas representatives. Nintendo's UK branch knew absolutely nothing of the new hardware, and the revelation was as much of a surprise to the company's European management as it was to the rest of the games industry. At the time of going to press, there are still no firm details regarding the machine's appearance or specifications. Software publishers and game designers have also been left pretty much in the dark until now, so there are no games currently being developed by third-party. The first software for the console will have to come from Nintendo themselves.

None of this has interfered with the big N's ongoing development of the Project Reality hyperconsole, however. Two games for the forthcoming 64-bit machine will be previewed at Tokyo's Famicom Space World exhibition in November, where the 32-bit console will also be on display. Rest assured, *Super Play* will be there to bring you the hottest news.

Closer to home, we can expect to see SNES games being rated according to their age suitability from September onward. Nintendo has joined forces with the European Leisure Software Publishers Association Ltd (ELSPA, for those who think life is too short) and the Video Standards Council to promote the classification – namely; under 10, 11-14, 15-17 and 18+. Games publishers will decide the category themselves and the system is purely intended as a parental guideline, although major retail chains have said they will enforce it: you may even be asked for proof of your age when buying a game.

## SUPER PLAY'S COMMENT

Project Reality has already surprised us with its ambitious specifications, as proposed by Nintendo and Silicon Graphics. Such a technological step forward can't happen overnight, however, and it will be late 1995 – perhaps even early 1996 – before PR is launched initially in Japan.

In the meantime, other companies have announced their own plans for machines that will constitute the 'next wave' of home systems: Sony's PS-X is already generating much excitement and gaining an early lead. With this in mind, Nintendo has obviously decided to make sure it isn't left out of the stakes. The 32-bit console is thus intended purely as an interim measure, rivalling the likes of 3DO, CD-i and Saturn. The race is on. How much support will this machine get, we wonder? PR software is in development, but nothing has been planned for the 32-bit as yet.

Our advice? Don't think about selling your SNES just yet. It will be a long time before a winner appears, and in the meantime, you would be wise to sit back and enjoy the finest games library in the world.

# EEK! THE CAT

Sony



Our television-watching informants would have us believe that *Eek! The Cat* is a popular cartoon series currently being displayed with some regularity on 'the box'.

We mentioned him briefly last issue, and rightly so because he's an engaging little fellow. And now here are some more piccies of the graphics. The plot is like the computer game, *Sleepwalker*: Eek!'s granny is wandering around in a narcoleptic state, and must be controlled by Eek! himself as she traverses the danger-packed levels.

Eek! can't actually be harmed, although he does scream when bad things happen to him. But his granny (or owner or whatever) is vulnerable and must be protected. So the skill is in keeping granny (who walks all the time, and can't be left) safe, and moving towards the exit.

The animation's very cartoonish and there's music to please all but the most cloth-eared. Oh, and if these pics look dark, that's because the game happens at night or something.

## Catgirl: Nuku-Nuku Competition Winners

If you entered the *Catgirl* compo that we ran in *SP*18, then it's possible that your name may be among the 10 fortunate winners listed below. All of whom will receive a *Catgirl: Nuku-Nuku* video, a limited edition *Catgirl* T-shirt *and* a poster. Owning these will elevate you to the status of the most powerful demon in your street. Those lucky winners are:

**Mark Johnson** from Wirral, Merseyside.
**Dorian Rose** from Enfield, Essex.
**Snardy Cadette** from London.
**Om Wheeler** from Nottingham.
**Luke Halton** from Potters Bar, Herts.
**Jack Doherty** from Harrogate.
**L H Tam** from Amsterdam, The Netherlands.
**Dave Mason** from Scarborough.
**Nourgihan Bashir** from Malta.

**Andrew Thompson** from Maidenhead, Berks is the first prize winner! He'll receive all the same goodies as the others, but he also gets a cel from the film itself. Suddenly his life is enriched, and it's all thanks to *Super Play*.

# FANHUNTER

## You'll find no finer fanzines

By Zy Nicholson

**Our absolutely final examination of the US fan scene picks up on style, and looks at two radically different types that still manage to maintain a deeply personal feel. Some fanzines lack a real sense of identity since the editors feel they have to copy the strait-laced journalese of professional magazines. That's a shame, I think, because look what you can get up to in the privacy of your own publication...**

### JESS GOES FRUITY IN THE SHEET OF CHAOS, 'PSYCHOSIS'

Imagine you're playing *Super Bomberman*, to a loud industrial rock soundtrack, with a hyper-vocal Dennis Leary and the late Bill Hicks. Your forehead is wired so that you receive electro-convulsive shocks whenever your character is blown up. 'Good game, NO blood and guts – rots. Bad game, blood and guts – sells. WAKE UP!' Your finger struggles for the Punch button, too late. ZZZZZT!

This is the world of *Project Ignition*, which might be politely described as 'in yer face'. Dispense with the niceties and other words spring to mind – 'obscure', 'ambiguous', 'difficult', 'sarcastic', perhaps even 'cliquey'. That's because the man behind it all, editor Jess Ragan, has an intense verbal style that makes Henry Rollins look demure. In between stuffing French pastries and vomiting at Hanna Barbera cartoons, Jess gives us his guide to consoles in The End-All Be-All System Cross-Referencer of DOOM and shares his views on some of the worst games ever to stain the history of humankind. He also makes some worrying observations on the suspiciously close relationship between Mega Man and Sonic...

Having said all that, It might seem that I didn't enjoy the zine: on the contrary, *Project Ignition* is one of the liveliest and most amusing efforts I've seen all year. Difficult, yes; challenging, yes; occasionally unintelligible to the English reader ('dyssing ankle-grabbing fan-eds in a very bizarre Edi-Matic'?), even. But there's more personality and style here than I've seen in a long time. Superb stuff.

*Project Ignition* hails from 12830, M-60 East, Burlington, Michigan, MI 49029, and it's well worth sending some International Reply Coupons to the value of $2 for a copy. Oh, and make sure you wear protective clothing before checking your post in the mornings thereafter: you never know when it might burst through your mail-slot and lunge for your carotid.

### ZINEOPHILIA

*Zineophilia*, on the other hand, is distinctly mellow in a laid-back Californian style. Editor and writer Noah Dziobecki enjoys his video games as much as the next man, but he also devotes space to his musical tastes (Depeche Mode), his favourite films, even a short story. There's a feature on women in gaming – a little heavy-handed, perhaps, but quite intelligent and making some worthy observations.

My favourite item, however, was a description of some Japanese language students from Long Beach Polytechnic High School. Highly revealing, not least about Noah himself. After a month in Japan he has a Japanese Exchange student staying with him, and his initiation into the world of anime has resulted in reviews of that too. Poetry, prose and some beatific meanderings.

Send your $2 to *Xenophilia* (Noah fancies a change of name), 4436 E 5th St, Long Beach, California CA 90814. You might also ask him for some back issues of *Phanzine Star*, his earlier game fanzine.

### GAP

On the home front, I'd like to end this month's column with the extraordinarily good news that Onn Lee, editor of the sadly defunct (and sorely missed) *Electric Brain*, intends to return to the fannish fold. Launched this month, his new zine will be called *GAP* – a title which pays a backhanded compliment to *EDGE*, whilst neatly summarising the editorial stance.

Bored with the professional mags and their homogeneity, Onn wants to fill the holes in their coverage with material on the SNES, Mega Drive, 3DO, Jaguar, PC Engine, Neo Geo and the handhelds. It should also boast plenty of writers from the old *Brain* stable, so we recommend that you get in touch with him at 125 Arnold Road, Bestwood Estate, Nottingham NG5 5HR for a first issue or a subscription.

**Send your fanzines to: Fanhunter, Super Play, 30 Monmouth Street, Bath BA1 2BW.**

# SUPER PLAY'S HOT LIST

**Once again you've turned to Princess Margaret's favourite part of the mag. And Gary Barlow's too.**

**JAMES**

'I've spent this month torn between wanting to play *Street Fighter II* and watching *The Wrong Trousers*. So I settled for the perfect compromise and had a few games of *Clay Fighter*. It's the perfect antidote to pottery lessons at school, of course. And, like any decent-minded, right-thinking individual, I was Mr Taffy.'

**SUE**

'Being a student of international politics, I had to try out the Clinton cheat, so I clicked in *NBA Jam* this month. The idea of seeing a prominent world politician dunking the ball so hard as to set the net on fire is marvellous. Politicians really should exhibit this degree of hand-eye co-ordination in real life.'

**ZY**

'Do I have to? Oh, alright. I've been playing *Romance Of The Three Kingdoms*. As Cao Cao, I murdered Dong Zhou's allies and stuck their heads on spikes. Then I showered his castle with flaming arrows and slew the fleeing troops. I was almost late for morning service as a result.'

**TONY**

'Feeling the aftershocks of a particularly nasty cute attack, I dragged out *Pop'n Twinbee*. It worked its special (some would say sickly) magic; and soon I was feeling at home with the bouncy little folk as they wandered sweetly around the screen. As I switched off, I'm not ashamed to say that my face was wet with tears.'

**LISA**

'*Super Troll Islands* has been my choice because I like the idea that the little troll characters don't actually die in the game, they just go to bed. Which famous man of words once said that to go to sleep is to die a little? I've got a strong feeling it was Andi Peters. But it needn't have been.'

**WIL**

'Not only have I been playing *Super Metroid* to death recently, I've also been living a bizarre and twisted double life, whereby I go home after a hard day in the office and I suddenly *become* Samus. To do likewise, all you need is a load of Bacofoil™, a wig (or mop-head) and several thousand tonnes of scrap metal. Unfortunately, I lost the wig.

# CRAZY CHASE

**Kemco/Marubeni**

One of the real dangers of playing too many games on the SNES is that you can be afflicted with Cutesy Overload, a terrible condition resulting from over-exposure to little fluffy platform game characters. A telling symptom is the strange desire to see these bouncy, happy-go-lucky characters suffer a terrible fate – falling from a great height, stumbling onto deadly spikes, hitting a brick wall at high speed, being crushed by a falling Bugatti, even exploding. Now Kemco has produced a game that exploits this cruel condition to its limit.

Of course, you're not actually *supposed* to hurt the hero of *Crazy Chase* – but the whole appeal of the game lies in the plethora of twisted fates that await him if he should lose his footing. Taking an innovatively angled view, the game depicts a clown-faced jester who must run through cities and forests in an effort to catch up with the villain who has absconded with the princess. The problem comes in negotiating roads, rivers, barriers, blades and all manner of fiendish traps that stand in his way. As if that wasn't enough, he must also race against the rapidly-burning fuse of a large bomb. We particularly liked the fact that it shamelessly resurrects the old 'slipping on a banana-skin' gag. Ah, the timeless humour of slapstick sadism.

We are told that *Crazy Chase* plays pretty much like a platform game, but the speedy scrolling and gorgeous animation could lift it well above the normal fare. And the best bit of all is that, even if you're not very good at games, there could still be plenty of perverse enjoyment to be gained from watching those little jester features being squashed, splatted, mauled, chopped up, beaten, shot, run over and set on fire. All the things we like to see happening to Neko, in fact.

Our jester hero. Just before the surgery.

Marubeni is intending to give this a UK release later in the year. And they will also be translating other top Japanese games for the British market, including *100% Cotton* (reviewed this ish), *Hebereke Puzzle* and *Hebereke Battle* (see Live from Hell City). This is encouraging stuff, and we support Marubeni's endeavours to bring us the cream of Japanese games. We'll bring you further coverage of this and other Marubeni releases in future issues.

**APOLOGY TIME**

Last month, we printed the telephone number for Console Plus on page 63. Unfortunately, this wasn't exactly the right number, and telephones being what they are, you wouldn't get through to Console Plus on it. So the correct number for Console Plus of Dewsbury, West Yorkshire is (0924) 456802.

# LIVE FROM HELL CITY

By Nihon Sekai-Yusu

**Fresh from Japan! Two more ultra-cute games; news from the arcade world; and we end matters with a little toilet humour...**

**Above: The title screen from *Hebereke Battle*.**

## Hebereke is hip

The crushingly-cute, bizarrely-bulbous little fellows scattered around these pages are the Hebereke gang; and their toys, cartoons and video games are coming your way soon. They've taken Japan by storm, or should that be Divine Wind? And the *Hebereke* games, as programmed by Sunsoft, could well be the next big thing. They have already appeared on the NES, and now we can bring you previews of *Hebereke Battle* and *Hebereke Puzzle* for the SNES.

Incidentally, Hebereke is the name of the little chap with the blue bobble hat. He's the leader of the gang (which is why its named after him).

*Hebereke Battle* is a sort of side-down version of *Bomberman* meets *Street Fighter II* in a dark alley, down on the West side of *Mario World*... Is that

**Four-player *Hebereke Battl***

***Hebereke Puzzle* bears more than a little resemblance to *Super Puyo Puyo*.**

clear? No? I'll try again. There are these eight sickeningly-sweet and stumpy little critters who like nothing better than getting together, scampering over beautiful backdrops and knocking the stuffing out of each other. You, and up to three friends (with a multitap), control the characters who have eight different moves each. The later levels feature loads of different power-ups and even moving platforms, but the gameplay is the usual 'do it to them, before they do it to you' theme.

*Hebereke Puzzle*, however, plays completely differently and owes a lot to the *Tetris/Super Puyo Puyo* genre. Blocks of little faces drop down, and it's your job to stack them up. The game is a race, either between you and the computer, or you and a chum. It sounds easy, but the hundreds of possible combinations of blocks quickly become

**Cuter than the cutest thing you can think of. Aaah!**

## COIN-OP CORNER

Two coin-ops which could catch on over in the UK (they are big news over in Japan) have a couple of things in common – they're both new concepts and are both pretty weird!

Godzilla was never really popular outside of Japan. Some people assumed that it was a cultural difference, others saw it as an irrational fear, while most agree that the films were actually pretty crap. Now Namco's *Godzilla Wars* pitches you against the big green dinosaur from beneath the waves. He comes flashing and groaning (!) towards the terrified player, who has to fire balls from his gun into the dino's mouth and chest – if you stop his advance, you get to win loads of stuff.

*Real Puncher* from Taito offers an entirely different experience. A camera within the game digitises the face in front of the machine (yours) and pops it up on screen. Then the player has a bash at a punch-bag target. The force of the blow will inflict varying degrees of damage to the video face – broken nose, black eye, fat lip, etc. And that's about it. No, it's not just gratuitous, nasty nonsense – you'll be able to digitise friends and family, then for a small cash outlay see the possible results of 'sending the boys round'.

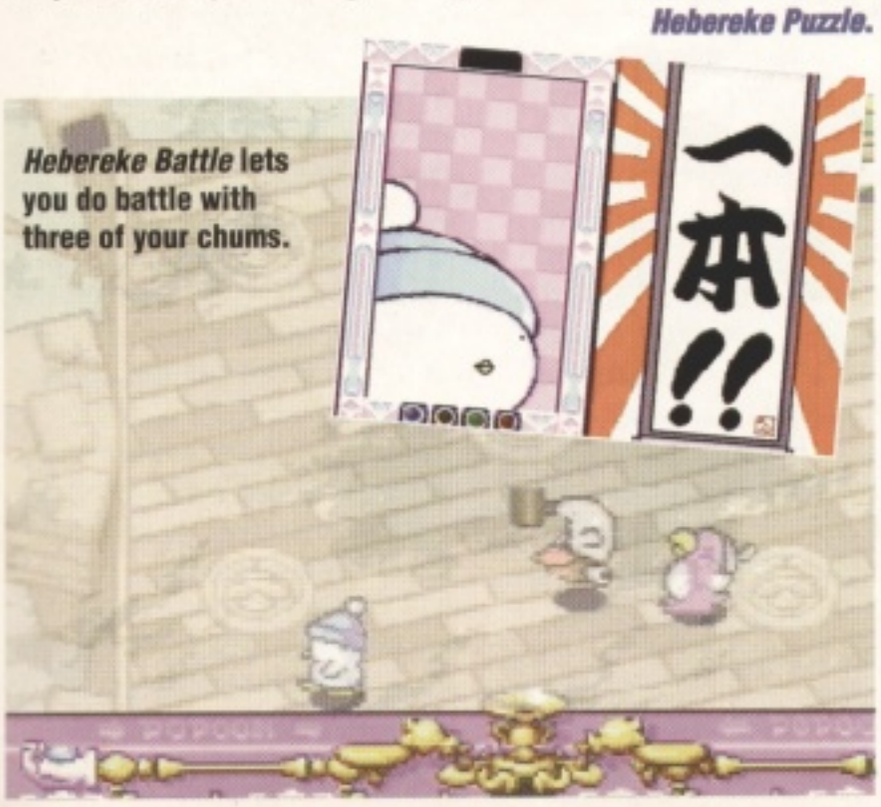
**Did you know that Godzilla was woken from his slumber by nuclear testing?**

***Godzilla Wars* has gone down very well in Japan, but will it be a smash in the UK?**

fiendishly complicated. As in two-player *Tetris* you can chuck blocks over the other side, but in *Hebereke Puzzle* Sunsoft have added a gauge. If used properly, this can rain badness down on a hapless opponent, bunging fixed blocks, earthquakes, or even 10 tonne weights over to his side.

If all goes according to plan, Marubeni could give these games a UK release as soon as October. Import junkies are advised to steer clear until the official release, since to get anywhere at all you'll need the manuals, which are in Japanese. If you can't wait, then get yourself down to Hamley's – they're already stocking the toys!

**We're not sure what this is, but we know it's from *Hebereke Puzzle*.**




***Hebereke Battle* lets you do battle with three of your chums.**

## JAPANESE FOR BEGINNERS

**Last month you learnt how to say hello in Japanese. Now we're going shopping.**

| | |
|---|---|
| 1. Where is the shopping mall?: | 1. Shotengai wa, doko desu ka |
| 2. How much is it?: | 2. Ikura desu ka |
| 3. It's too expensive: | 3. Takasugimasu |
| 4. Haven't you got anything cheaper?: | 4. Motto yasui no wa, arimasen ka |
| 5. It's not right: | 5. Sumimasen, machigatte imasu ga |
| 6. I want to complain about this: | 6. Kono ken de kujo ga aru no desu ga |
| 7. This is shop-soiled: | 7. Kore wa tanazarashi ni natte imasu |
| 8. Where do I pay?: | 8. Shiharai basho wa doko desu ka |
| 9. How much do I owe you?: | 9. Ikura desu ka |
| 10. Do you accept credit cards?: | 10. Kurejitto kado wa tsukaemasu ka |
| 11. Are there any inexpensive sushi restaurants?: | 11. Nedan ga yasui o-sushi-ya wa arimasu ka |

## Snippets

### Oodles of noodles

We have two food stories to get your juices flowing this month, both about Japanese staple foods – noodles and rice (*soba* and *meshi* in Japanese). The new noodle museum over in Yokohama has been such a hit that people are queuing from five in the morning to get in! And it's not just because they're expecting a re-run of erotic classic film *Tampopo*, although that could explain why so many tourists are checking it out.

And after a particularly poor harvest, there's now a Japanese rice crisis. This means that pure Japanese grains will have to be blended with foreign stock, which they regard as inferior. The fear of an invasion by Uncle Ben has led to panic buying. But the Japanese Cabinet has set a good example to the people by eating bread made from Thai rice; even the Imperial family have announced that they'll consume imported rice... They really know the meaning of sacrifice!

### Food for thought

In case you're wondering 'Why all the food stories?', you probably need reminding that the national sport in Japan is sumo. The lumbering giants who practice this graceful art just can't get enough of their meat-and- vegetable stew (*chankonabe*). Just so you know, the heaviest wrestler in sumo history isn't actually Japanese at all, or at least he wasn't until recently. Hawaiian-born Konishiki (also known as the Dumptruck) is 6'7" tall and, at a recent weigh in, was 41 stone. He reached the rank of Ozeki in 1987 and has now taken on Japanese citizenship, under the name of Yasokichi Shiota. He's a big lad.

### Carry on at your convenience

Rather than just chucking lemon-scented bleach down the toilet (*benjo*) and pretending it doesn't exist, the Japanese know how to make the most of their privies. Discerning households have had self-flushing, self-sterilising affairs, with pre-heated seats, mechanical wiping arms and warm air dryers for ages... But that's just the beginning.

Toto Ltd, Japan's largest manufacturer of sanitary equipment, are breaking some serious new ground. Don't you wish your commode could tell you exactly how you were feeling? Well, equipment has been developed that will analyse your urine and faeces *and* measure your temperature and weight. Japanese telephone company NIT is very interested in the project, since if you attach a modem to your loo, you could even send your latest analysis down the line to your doctor. Which could give a whole new meaning to the term dirty phone call!

# FANTA QUEST



**See the little people! See how they run about like ants under my boot, ha ha ha! (*Sorry, this happens if you play too many God-sims – Ed*)**

## CIVILISATION
### MicroProse • 10 Mbit

**Bizarrely, this Western game by Sid Meier will probably appear in Japan before MicroProse bring it over here.**

Although Fantasy Quest has covered great-looking and incredibly playable strategy games in the past, you might be forgiven for thinking that they only appealed to a small and particular audience. (*That was a euphemism for 'sad people', I think – Ed*) Prepare to revise your opinions as *Civilisation*, the game that has enthralled thousands of PC-owning gamers, makes its debut on the SNES. Mixing elements of *Sim City* and *Populous*. The game places an early race of people under your omniscient, omnipotent control. It's up to you to determine their social and technological development, guiding them through war and chaos in the hope that they will survive and flourish to become a world-dominating force. The scope of *Civilisation* is enormous – you begin with a basic civilisation circa 4000 BC (the era of the ancient Babylonians), and you must lead it through the millennia with the ultimate goal of reaching beyond your planet to conquer space. Ambitious, isn't it?

The graphics aren't exactly outstanding – and this is a conversion of a fairly old game, which doesn't help matters – but it means not a jot, because the gameplay is so involving that you'll lose hours without even noticing it. *Civilisation* has convinced even the most serious PC users that computer games aren't entirely flippant, so look out for this cart later in the year. It's destined for great things.

## SUREI YAZU
### Zamuse • 12 Mbit

In the early days of the RPG you spent lots of time watching statistics roll before your eyes, as the computer frantically tried to work out the results of fights between your hero and the orcs/demons/slime-beasts. That situation might seem like ancient history in the wake of action

## BLUE CRYSTAL ROD
### Namco • 16 Mbit

There's quite a history behind this game and the story starts way back in 1984. That was the year that Namuko brought out *Druaga's Tower* (which spawned a sequel, *Ishtar's Return*, in 1986). In 1988, the game was incorporated into the RPG form, a bit like the once-popular *Fighting Fantasy* books created by Steve Jackson. In these books we found out more about the main heroine of the story 'Ki' and that of the arch villain 'Druaga' the demon.

Where Ki eventually won through at the end of the story in the books however, *Blue Crystal Rod* takes us to a time after this encounter where once again things have taken a turn for the worse. The hero of the story is an unwitting youth by the name of Rayad who works with his father in the country of Valeri as an artisan. On his chest Rayad has a tattoo of Kurana, the goddess of song. And it is a chance encounter with an image of Kurana that sows the seeds of fate for Rayad. When he hears the song of war being sung by her he is unwittingly flung straight into the centre of a

**Left: Ki and a young female friend engage in fierce literary debate.**

# ASY

**An award-winning PC hit comes to the SNES in a civilised fashion, whilst rebels plan to overthrow the Imperialist regime...**

by Nihon Sekai-Yusu

## FEDA: The Emblem Of Justice
## Yanoman • 20 Mbit

This game really illustrates the ever-increasing innovations that are being made in the Japanese RPG/wargame field. *The Emblem Of Justice* is billed as a wargame, but the style in which it has been programmed – and the fact that each encounter defines the storyline as the game continues – gives this battlefield adventure a sensation more akin to the themed RPG, rather than the dice and statistics of the common wargame.

The setting of this game is the continent of Skuderia, a thousand years after a war which resulted in the Balformorian Empire becoming the rulers of the land. But dissension begins to spread through the ranks of the Imperial Army, thanks to the efforts of a group known as the Arcadian Liberation Front. This organisation consists mainly of young rebel soldiers, who at the start of the game are being chased by the Empire's top military force. The first battle is between the two factions in the town of Basil where the rebellion's supporters have gathered. The result of this fight determines the next course of events – this continues throughout the game, with new friends and foes being won and lost depending on strategies used and decisions made.

One of the most innovative features of *Feda* is the new combat system, which is almost artistic in the way that it efficiently commands all the forces around the battle map. In fact, the map combines with this new system perfectly, creating a fully-animated real-time war. This arrangement is not just showy, but also blends elegance with finesse, allowing the special abilities of each character to be used alongside the more mundane battle tactics – without slowing the action down. The combination of an exciting storyline and a very effective new battle system lifts this game way above others of its ilk.

More, and soon, please – and how about *Feda* being translated into English?

**This she-wolf is fighting for the rebel cause. Foxy lady, eh?**

**Left: War threatens this peaceful town.**

RPGs like *Zelda*, *Soul Blazer* and *Secret Of Mana*: but this anachronistic offering from Banpresto brazenly flaunts its numbers like a hyperactive checkout till. Your hero's character stats are quickly in the tens of thousands and battles soon take on colossal proportions. What we crave for now in a good RPG is action that involves us in real-time, or at the very least provides some interesting animations.

major conflict, which will ultimately decide the fate of the universe. The malignant Druaga has managed to obtain the Blue Crystal Rod – a very powerful artifact which has the ability to slay gods – though for some unknown reason it doesn't have that much power against mortals. This is where Rayad and chums get in on the action, travelling to both the land of the dead and the realms of heaven, before confronting Druaga in his own halls – in an attempt to strip him of the rod and banish him to heaven (where he'll be forced to learn how to knit, presumably).

**Hmm, looks like a bit of a fight is about to break out in that traditional RPG style.**

# Super Street Fighter II
## THE 'NEW' CHALLENGERS?

Well, here's the good news. After months of speculation we can tell you with absolute certainty that *Super Street Fighter II* is coming to your SNES. It will be an enormously respectable 32 Mbit, and the Japanese release date is an astonishingly imminent 25 June. The bad news, as you might have guessed, is that it will only be a conversion of *The New Challengers* – the first *Super SFII* game – and won't include a version of *Grand Master Challenge*, or *Super SFII Turbo 'X'*, as many fans were hoping. Despite the considerable interest generated by what is almost certain to become beat-'em-up of the year, there is growing concern that Capcom has exploited its *SFII* success just once too often. The same criticism was levelled at the company when *Super SFII* first appeared in the arcades, putting paid to the rumours that a *Street Fighter III* game (with totally new characters and ideas) was in the pipeline.

The anime should capture the moves perfectly.

Now it seems that SNES owners are expected to buy yet another home conversion of an upgrade that's already looking a bit crusty in the arcades. It's unlikely that *Super SFII 'X'* will appear on the SNES at all, as a release next year would be far too late to arouse the interest of the buying public. Capcom would be wise to listen to the views of its longest-standing fans: next time, we want something different.

Meanwhile, work on *SFII: The Motion Picture* continues, with Jean-Claude Van Damme filling the leading role of sonic boom boy Guile. Directed by Steven de Souza, the man behind explosive extravaganzas like *Die Hard*, this live action rendition of the game should see a late Summer release in the cinemas.

We've already mentioned the anime version of *SFII* in production – the latest news is that it will include the four new characters from *Super SFII*. The Japanese release is cunningly scheduled for July, at which point the game itself should be topping the sales charts. We're looking forward to this even more than the film version, as it will probably retain more of the game's character and style (not least because the special moves can be more faithfully recreated).

This is the new ad, which has been appearing all over Japan.

### SHEN LONG DESCENDS FROM THE SKIES!

Rumoured for some time but never confirmed, we can now reveal that a character called Shen Long does exist – and he's been found by *Super Play*'s freelance fighting game maestro and *SFII* champion, Gary Blake. The bad news for SNES owners is that he only appears on *Super SFII 'X'*, and you won't reach him unless you're a master of the arcade game.

You will need to play the game right through on just one credit, beating everyone in the first two rounds with ease and clocking up plenty of point-scoring combos to boot. If you've done obscenely well by the time you reach Bison's (Vega's) stage, then you'll notice that his face box is completely black. When the match starts you will see that the metal-greaved boss is already laid out on the floor, completely unconscious! Suddenly, the screen will flare white: as it fades, Ryu's master Shen Long will drop down and fling a couple of fireballs before you've had a chance to recover your breath. All of his moves are very fast, and he manages to tag a throw on the end of most of them. Even so, he's not unbeatable.

The odd thing about this hidden character is that he really didn't exist, but was the result of a poor US translation regarding the Dragon Punch. But the rumour spread and was embellished upon as it passed from player to player, until it seemed that the whole world had heard the story. Now Capcom have added a Shen Long character to the latest game as a clever little in-joke.

# DATEBOOK

**We'll try to keep you up-to-date with international game releases. Unfortunately, software publishers are always changing their schedules at the last minute, so we can't guarantee complete accuracy.**

## UK

| | | |
|---|---|---|
| April | 15 | Lethal Enforcers (Konami) |
| April | 18 | Alien Vs Predator (Activision) |
| April | 18 | Bio Metal (Activision) |
| April | 18 | Mech Warrior (Activision) |
| April | 18 | Side Pocket (Marubeni) |
| April | 21 | Pink Goes To Hollywood (Playtime) |
| April | 21 | Rock 'n' Roll Racing (Interplay/Ocean) |
| April | 25 | Claymates (Interplay/Ocean) |
| April | 25 | Choplifter (Ocean) |
| April | 28 | Clay Fighter (Interplay/Ocean) |
| April | 28 | Super Troll Islands (Gametek) |
| April | 30 | Metal Marines (Mindscape) |
| May | 30 | Time Trax (THQ) |
| May | end | Barkley: Shut Up And Jam (Accolade Sports) |
| June | 7 | Bugs Bunny: Rabbit Rampage (Sunsoft) |
| June | 17 | Pac Attack (Nintendo) |
| June | 24 | Mega Man X (Nintendo/Capcom) |
| June | | Pirates Of Dark Water (Sunsoft) |
| June | | World Cup '94 (US Gold) |
| June | | Stunt Race FX (Nintendo) |
| June | | Jammit (Virgin) |
| July | | Jungle Book (Virgin) |
| July | | The Incredible Hulk (US Gold) |
| September | | Dragon (Virgin) |
| September | | Super Bomberman 2 (Hudson Soft/Virgin) |
| September | | Kick Off 3 (Imagineer/Anco) |
| October | | Jungle Strike (Gremlin/EA) |
| 2nd Quarter | | Aero The Acrobat 2 (Sunsoft) |
| 3rd Quarter | | Zero The Squirrel (Sunsoft) |
| 3rd Quarter | | Bubsy 2 (Accolade) |
| 3rd Quarter | | Fire Team Rogue (Accolade) |
| 3rd Quarter | | Turn & Burn: No Fly Zone (Absolute/Sony) |
| 3rd Quarter | | Legend (Arcade Zone/Sony) |
| 3rd Quarter | | Val D'Isere (Loriciel/Mindscape) |
| 4th Quarter | | Thunder In Paradise (Mindscape) |
| 4th Quarter | | Mental Mayhem (Gremlin) |
| 4th Quarter | | Top Gear 3000 (Gremlin) |
| Jan '95 | | Litil Divil (Gremlin) |

## Future unknowns

True Lies (Acclaim)
Batman 3: Batman Forever (Acclaim)
Super Metroid (Nintendo)
Secret Of Mana (Nintendo)
The Return Of Superman (Sunsoft)

## JAPANESE DATEBOOK (highlights)

| | | |
|---|---|---|
| April | 3 | Final Fantasy VI (Squaresoft) |
| April | 8 | Shien The Blade Chaser (Dynamic Planning) |
| April | 28 | Super Bomberman 2 (Hudson Soft) |
| May | 27 | Wildtrax (Nintendo) |
| May | | SD Art Of Fighting (Takara) |
| May | | SD Gundam GX (Banpresto) |
| June | 4 | Live A Live (Squaresoft) |
| June | | Super Drakkhen (Kemco) |
| June | 25 | Super Street Fighter II (Capcom) |
| August | | Appleseed (?) |

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# EMPIRE SOCCER

We promised you a review of *Empire Soccer* last year. Then, last month, we ventured that Nintendo would have finished checking the game over by now and to expect a full review in this issue. But this month, we're forced to come over all sheepish and apologise gracefully for being wrong: Nintendo are *still* taking *Empire Soccer* apart over in Japan. Perhaps they're looking to take out any particularly nasty-looking challenges. Who knows?

Anyway, we *can* tell you a little bit more about it, having had a good look at a pre-production version, so here we go. Unusually, the game's being hailed by Empire as a 'realistic simulation', which, as you can see from the obvious player/pitch-size relationship issue (see screenshots), isn't an immediately fitting description. You would be hard-pressed finding those super banana shots and power barge moves on a real football pitch too, we reckon. It's more of an arcadey experience overall, then – especially considering the bullet-like speed which the ball is prone to moving about at – but it's rather good fun all the same.

We won't make any further claims/promises in the expected review area, then, but rest assured, when Nintendo eventually do finish with the game, we'll be giving it the usual *Super Play* treatment right here.

**These little cameo things pop up frequently. This one's a rather frustrated manager, we reckon.**

**Left: It's the world-famous Republic Of Ireland formation dancing team!**

## SUPER QUIZ

**We foresee a world where robots govern; where machines work and rule; and where men, far from being eradicated, are revered by the tech-world as creator-gods. Robots will do everything for us, enabling us to live existences of sybaritic luxury. We'll have no responsibilities, no worries and nothing arduous to do. So we'll spend our lives puzzling over the Super Quiz.**

### EASY

1) What sort of animal is Sparkster?
2) Which is the odd one out: Desert, Undersea, Urban or Jungle?
3) Exactly how many characters can you play in *Ninja Warriors*?

### MEDIUM

1) Which SNES football game boasts a 'man of the match' award?
2) What is *Super Street Fighter II*'s subtitle?
3) How many meg is the *Vortex* cart?

### HARD

1) What's the girl in *Super Metroid* called?
2) What makes Pink-Hair Troll different from all the others in *Super Troll Islands*?
3) How many colours will the Super Game Boy eventually support?

**Yes. This world will be clean, pure and efficient. No roads, no travel, just instant information transfer between droids. And the robot-worship of man will be complete and unquestioning. After all, we made the robots in our image. Mmm. It'll be fab. Oh, and the answers are on page 98.**

# VIRTUAL BART

Way back in our first issue we reviewed *Bart's Nightmare*, Acclaim's first attempt at reproducing the flavour of the uncommonly humorous animated series in a video game. And, apparently, Simpsonmania is still buoyant enough to support their pseudo-sequel, *Virtual Bart*; again appearing in the form of a package which incorporates six small games rather than one big one.

The premise behind the nature of this subgame approach is the annual Springfield High School fete, which this year boasts a Virtual Reality machine (looking, it must be said, suspiciously like one of those human gyroscope things which were popular around 12 months ago). Simpson Jr eagerly plugs himself in and the contraption bursts into life, twirling him around *Wheel Of Fortune*-style. And when it comes to rest, the pointer above his head indicates which of the bizarre subgames he plays; in a fashion similar to the dream sequences of the original game.

The six subgames consist of a prehistoric platform romp with Bart appearing as a lean-looking dinosaur; a swing-through-the-jungle-on-branches bit as a mini-Tarzan; a schoolyard section, throwing overripe tomatoes at unsuspecting Springfield citizens passing by; enjoying a sloshy ride through a water-slide tube at Mount Splashmore; and finally – wait for it – a Mode 7 futuristic motorcycling burn-up where Bart has to avoid chain-wielding thugs and oncoming buses.

The final game will be a 16 meg cartridge packed with flat, but vibrantly colourful, characters and peppered with amusing speech samples sucked directly out of the cartoon series. Whether it manages to wrap the whole thing up together quite as successfully as *Bart's Nightmare* did we'll find out soon – when the game turns up for review.

Oh, and Acclaim also have an *Itchy And Scratchy* title in the works. It's set over nine levels of platform action (sigh) and will – Nintendo permitting – feature the extreme levels of violence synonymous with the cat-and-mouse combo.

**Behind you, Bart! It's an extra from *Ben Hur*, surely.**

**Above: It's the Simpsons, *Flintstones*-style! Weird.**

**Left: The Virtual Reality machine in full flow. Thank heavens for Mode 7, eh?**

90%
**NINTENDO GAME ZONE**
*"Games this playable should be banned"*

# pinball DREAMS

**89% SUPER ACTION**
*"This action is as fast as the real thing"*

**92% GB ACTION**
*"I played **Gator** until my fingers bled but this is in a different league"*

**86% NMS**
*"Fans seeking the nearest approximation of the real thing need look no further"*

**93% VGS**
*"What an excellent game to have in your pocket"*

# GAMETEK ARCADE

**SURE PLAYS A MEAN PINBALL**

GAMETEK

GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berkshire, SL1 3UA

Published by Gametek Ltd
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All the pics on these pages are from *KO Century Beast Warriors*. Left: Sky Lord Kuhreioh and Sea Lord Kaireioh – giant mechanical beasts that help the heroes.

Bud Mint (a goody) can change into a bird and is a bit of a charmer with the ladies.

V-Darn and his sister V-Sion take their orders from the evil Csar Master.

Left: V-sion fights with a selection of martial arts-type weapons. Bottom: Mei Mah is a goody and can turn into a mermaid.

**With the increased popularity of anime and manga, more and more video labels and shops are appearing...**

# ANIME WORLD

Pronounced 'ah-nee-may'

## NEW VENTURES

New things are happening in anime all the time, and they bring new people and new ideas into the field. For example, Anime Projects' recent move from sunny Bristol to even sunnier Bangor in North Wales will mean some significant changes in the subtitling label's life. In Wales, they have a shop as well as an anime video label; so they'll have even more space to show you the anime goodies that will inevitably tempt you to empty your wallet. And some of their extra space will almost certainly be filled by a brand new venture from Animeigo, Anime Projects' US parent company; the first ever 'limited edition cel'.

Now, normally, all cels are 'limited edition' – very limited in fact, as there's only one of each. This means that the price of prime cels – favourite characters in beautiful background set-ups – can go sky-high.

...ge into a bird
...the ladies.

...arn and his
...ster V-Sion
take their
...rs from the
...ar Master.

...ime
...pels

The cast of *KO Century Beast Warriors*. The hero, Wan Dabada, is in front – he can turn into a tiger at will.

Animeigo's way round this is to make 300 exact duplicates of their cel. They don't do a Disney, though and charge you $150+ for what is essentially a posh photocopy, sold to 1,000 other people. Their 'Sunday In The Park With Lum' cel is hand-painted in Japan, in exactly the same way a normal production cel would be. It's still not cheap at $300, but it's pretty and better value than a Disney 'serigraph'. I'd be sorry to see the whole of the cel market go this way, but there are always going to be more *Lum* and *Ranma* addicts than there are cels to go round, so maybe this is a useful innovation. If you like the idea, go and visit Anime Projects in their new shop in Bangor High Street – or at a convention near you.

New on video is the first ever Nagai Go release in this country – *Karma Sutra* from Western Connection, who are newly active in the anime market. Perhaps of more interest to Nagai otaku is the first of the *Devilman* movies coming from Manga Video in July; and on the slash-horror front, new label Animania will have *Guy: Awakening Of The Devil* out this Summer, overfiending *Legend Of The Overfiend* in the shock and gore stakes (British Board Of Film Certification permitting!).

As for conventions, Liverpool's first one-day Project L-Kon is on 18 June in the University Student's Union building. Not quite as new, but gaining ground as word spreads, is the monthly London Anime Club evening at the Clarence pub in Dover Street, London W1, on the first Tuesday of every month, from 6pm till late.

And a video label even newer than Animania is born – Anime UK's very own Collection, whose first release, *KO Century Beast Warriors*, is out in early June.

We've been aware for some time that it's all very well being critical of what other people do in the video dubbing field, but it isn't really on to pontificate too much – unless you're willing to give it a try yourself. So Team AUK looked for a title which hadn't been getting the attention it deserved in Britain and found *KO Century Beast Warriors* in the KSS portfolio.

It's a thoroughly silly slapstick eco comedy SF romance with oodles of energy and charm. The cast of teenage half-beasts and genetically-altered humans includes a cute mermaid, a funky chicken, a mutant turtle and a teen tiger, along with the world's most unabashed poseur and a small female demon who eats souls. Be warned – us humans are the bad guys in this story – trying to steal the beasts' world after destroying and polluting our own, and murdering them without mercy. But the whole thing is too light-hearted to keep anyone down for long; it's a glorious romp through comic action that should put a smile on your face.

Right: Mekka Mannen hugs Uni Charm Password (?) Mekka can change into a turtle.
Below: Wan Dabada (the hero) comforts Uni Charm.

A wonderful translation and script by Jonathan Clements is the basis of our confidence in *KO Century Beast Warriors*' success, and our team of actors are currently dubbing. By the time you read this feature the tape, distributed for us by Paradox, should be on its way to the shops, so look out for it and tell us how well – or otherwise – you think we've handled it.

*KO Century Beast Warriors*, like *Catgirl: Nuku Nuku* and *Urusei Yatsura*, is indicative of another trend in anime that's almost unique to Britain – the awakening of the majority of the population (and, hopefully, the media) to the idea that not all anime is about demonic rape and multi-tentacled beings splattering gore with the abandon of a wedding guest chucking confetti. America and continental Europe have long acknowledged the cute and silly side of anime – just look at the mass of titles like *Sailor Moon* and *Magical Princess Minky Momo*. Maybe now we'll see more recognition of the cuter side of things and less of the 'all manga movies are disgusting' attitude in the press.

Just in case we need more back-up, at the end of this year there may be an explosion of cute from the hands of Takahashi Rumiko. Manga Entertainment has acquired *Ranma 1/2* and producer Laurence Guinness says release may start at the end of 1994. OK, so it's about martial arts. OK, so most of the characters change sex and species. But when it comes to cute and silly, nobody does it better than Takahashi sensei. And if it comes to a straight fight between Ranma and the Chojin (*Legend Of The Overfiend*), I know who I'm backing.

**ANIME CONTACT**

*Anime UK* magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.

# NINTENDO PRICE CUTS: Starwing plummets

Let's be honest – Nintendo's 'play more, pay less' sales motto didn't fool many people, especially when the shelf price of a UK cartridge could be as much as £50. Now it seems that Nintendo UK is going to make good its promise by dropping the price of *Starwing* – the first Super FX game – by £20. It will now be available for a stunningly affordable price of £19.99. The *SFII Turbo* hardware bundle (including a PAL SNES and joypad) has also dropped officially to £99.99, although many retailers were already offering similar cuts. And this month sees the release of a new Super NES bundle which includes *FIFA International Soccer*. This will still be at the usual RRP of £129, however.

*Starwing*'s budget pricing suggests that Nintendo UK is clearing old stock in an effort to smooth the path for big Summer hits, like *Super Metroid* and *Stunt Race FX*. The reduction is bound to be popular with new SNES owners who haven't yet experienced a Super FX game, and Nintendo UK would be wise to consider similar reductions on other old cartridges.

Like *Street Fighter II, FIFA Soccer* will be sold as part of a SNES package.

It won't take half as long to save up for *Starwing* now.

## ADDAMS FAMILY VALUES
**Ocean/Sony**

The story continues. Well, after a fashion. *Addams Family Values* is best described as *The Chaos Engine* meets *Dracula*, with some role-playing puzzles thrown in. You, as Uncle Fester, wander around the large and somewhat scary levels, armed only with your wits and some unreliable zzapp magic to help you through. Fortunately, there are some equally mad special items and potions to help you along.

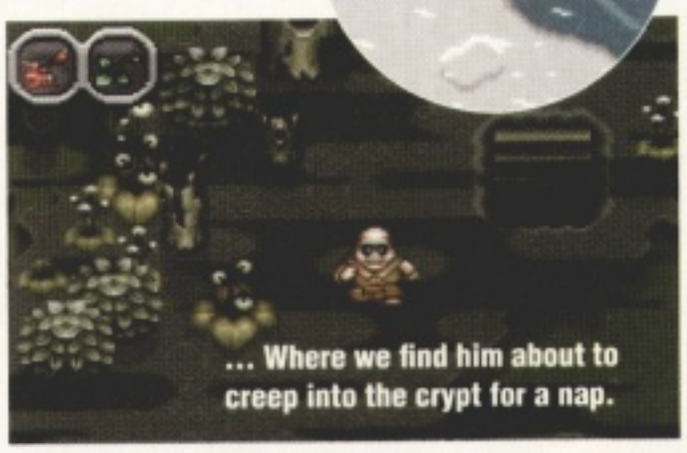
As well as having a large number of unspeakable nasties to fry, you've also got to work out how to solve each level. There's an RPG-ish element to the play, and the influence of games like *Zelda* and *Dorabotchan* is obvious.

The view is a slightly oblique top-downer, and while this affords you a decent view of everything in your vicinity, it leaves you with the slight problem of having to point in only one of eight directions. So, like *The Chaos Engine*, you've got to be fast on the joypad if you're going to line up your weaponry on any of the baddies.

It looks as if *Addams Family Values* has all the right influences for a first-class game, so let's hope it doesn't end up like *Fester's Quest* on the NES. We'll be reviewing it in the September issue of *Super Play*. Probably.

Fester appears to be armed with just a firm sprig of larch and some window polish. Maybe that's why he hides in a bush.

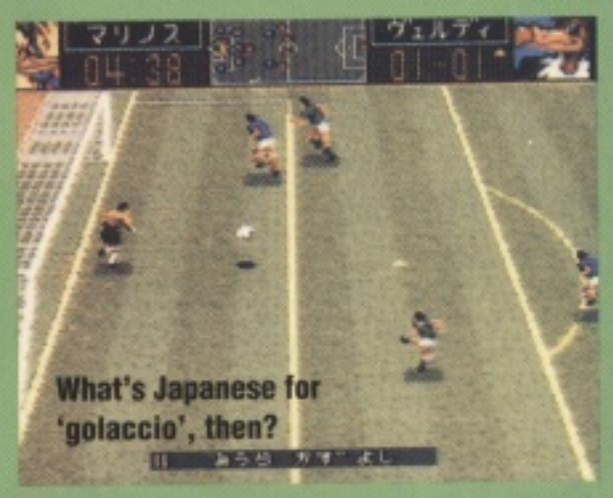
Let's follow him in the *Super Play* crystal ball...



... Where we find him about to creep into the crypt for a nap.

# J-LEAGUE EXCITE STAGE '94

In the past, we've treated Japanese football games with some reservation. Otaku interest in the sport has been growing constantly for the past year, but its novelty value as an obscure foreign pastime has kept the focus on the more obvious spectacle of the game: flash moves, diving headers, overhead kicks, half-time razzmatazz and the like. This was



What's Japanese for 'golaccio', then?

reflected in the wave of footy carts from the East that scored high on star player athletics and team mascots, but failed to capture the deeper elements of genuine soccer.

That's why *Excite Stage '94* from Epoch has taken us by surprise. Fast-paced but sober, it forsakes over-the-top antics and concentrates on tactics and passing play. That's not to say it doesn't have its fair share of thrills, however, and the action at the goalmouth can be frantic. The version we saw at a recent Japanese trade show also featured some impressive sprite animation, with training rounds similar to those of *Kick Off 3*. Whether it can match the quality of homegrown soccer software remains to be seen, so wait for our forthcoming review.

# FINAL FANTASY NEWS

## When Six is Three (and Two is Four)

RPG fans will know that we've been waiting for *Final Fantasy III* – the American translation of Japan's *Final Fantasy V* – for well over a year now (this is going to get a little bit complicated, I expect, but bear with us). This splendid game was a massive hit in Japan, and seemed certain for a release in the West when the popularity of role-playing games like *Zelda* and *Secret Of Mana* was finally noticed by the software publishers.

Now we have heard that *Final Fantasy III* is finally scheduled for an American release – but it appears to be a translation of *Final Fantasy VI*, not *V*. If you saw last month's Fantasy Quest then you'll know why we're not entirely disappointed. This is, after all, a sumptuously-presented 24 meg epic and Japanese game of the year. But where's *FFV*? And, to be fair, why shouldn't we have translations of *both* games?

Criminally, there are still no signs that a British software house intends to pick up Squaresoft's 1991 classic *Final Fantasy II* (which was *Final Fantasy IV* in Japan...) for distribution in the UK. *Super Play* urges its readers to take to the streets in riotous anger until our demands are met.

# CONSUMER SOFT GROUP '94

Japan has more than its fair share of software trade shows, where games and machines are shown off to the press and industry. Some shows are brimming with hot new products, whilst others come during a quiet period: Consumer Soft Group '94, a show based in Ikebukuro, Tokyo, was a perfect demonstration that the Japanese can churn out unimaginative formulaic software of remarkably average quality as easily as anyone else. Nevertheless, we found some sturdy and playable games that, whilst not exactly setting new standards for the SNES, did at least look interesting enough to watch.

**Square's *Live A Live* spans history, from dinosaurs to robots.**

Beat-'em-ups, scrolling beat-'em-ups, cutesy beat-'em-ups, scrolling beat-'em-ups with robots – if you were a fan of the genre then you could take your pick. *Fighter's History* from Data East, the game which initiated legal wranglings over its similarity to *SFII*, was actually looking quite smooth and fast. *Fatal Fury Special* had all the characters from the first two games (including Geese Howard and Tun Fu Rue); and with a scarily gigantic 32 Mbit cart (*That's still only 2 Mbytes, peasant – a passing Technical Bod*), it was looking as if Takara had finally managed to fit a Neo Geo game onto the SNES. Like *Fatal Fury 2*, the backgrounds are superb. *World Heroes 2* had been developed by a new company called Saurus and looked – well, like *World Heroes*, if truth be told. Capcom's *Muscle Bomber* was a lackadaisical conversion of the coin-op featuring Haggar (of *Final Fight* notoriety), but its four-player option might still rescue it.

Apart from the *Ultima* conversions, RPGs were pretty thin on the ground. Squaresoft came to the rescue with *Live A Live*, a 16 meg effort with a *Time Bandits*, multi-period storyline (see next month's Fantasy Quest for more coverage). We'll be reviewing *Ultima 6: The False Prophet* in our August issue.

The highlights of the show were games we've already covered to some extent – Natsume's *Kikikaikai 2* was looking as gorgeous as its predecessor; the company's other offering, a bizarre shooting game called *Wild Guns*, raised a few eyebrows with its mixture of robot cowboys and the Wild West. The J-League football tie-in, *Excite Stage '94* from Epoch, lived up to its name and provoked real excitement. The award for graphical gorgeousness had to go to Quest for *Ogre Battle 2* (we prefer the Japlish *Tactics Ogre: Let Us Cling Together*), the RPG- flavoured tactical strategy game we previewed in *SP*18. Bullet-Proof Software also scored points with *Drift King Battle '94*, a Mode 7 Porsche-racing game that managed a slightly more overhead view than others of its kind, and whose split-screen mode was actually quite respectable.

**Above: *Fatal Fury Special* moves. I had a Zippo™ like that once.**

**Left: *Wild Guns*, a *T2*-style shooting game with inexplicable robots.**

Our conclusion is that, whilst the majority may have been average fare, there were still some stunning offerings, like *Kikikaikai 2* and *Tactic Ogre*. The real disaster is that these quality games will take a long time to come to the UK – if they ever do – whilst the dross will have no trouble flying here.

## ADVENTURES SPORTS Konami

TINY TOONS

They're tiny, they're toony, they're all a little loony. Er, and they've got a new game coming out. Konami have proudly announced that *Adventures Sports* will support the multitap and will involve four players simultaneously. The 12 events and activities include 'wacky weight-lifting', chicken-racing, an obstacle course and other, presumably hilarious, cartoon-like things.

**So perhaps this is 'zany hammer tossing'?**

**Ah, this must be the 'wacky weightlifting' we've been hearing so much about.**

At *Super Play* we're firm believers in multi-player games, so *Adventures Sports* scores highly in that respect, but we'll reserve judgement until we've seen a finished version. The game got an early airing at the Spring European Computer Trade Show and reminded us of those early multi-event sports games – hammer the button quicker than your opponents, aim your bunny's sights at the target before your opponents – but the selling point of the game is its cute characters and cartoon-like animation. All the Tiny Toons are here, with those not actively engaged in the events cheering from the sidelines.

The game is scheduled for an October release in the UK.

## LET'S PUT ON (ANOTHER) SHOW

Dates have been announced for the 1994 Future Entertainment Show. It will be running from Wednesday, 26 October to Sunday, 30 October at Earls Court 2, near London's fashionable West End.

The event, launched in 1992, has attracted many thousands of console and computer fans, who got to see all the latest developments in both hardware and software. Nintendo UK have exhibited at the show, and virtually all the major software publishers are regulars there.

Not only will the FES cover games, but there will be an exciting element of the future of computing, with CD-ROM, FMV and all the latest machines being displayed – some for the first time.

All visitors purchasing a ticket before 31 July via the Show Hotline will be eligible to enter a competition which gives the winner £100 worth of vouchers to spend at Silica's stand during the show. The question is: 'In which city is *Super Play* written?' The show hotline number is (0369) 4235.

# BLABBERMOUTH

## with Kris and Tel

**When they're not playing the latest games, our steel-plated spies use state-of-the-art surveillance equipment to find out the industry's most closely-guarded secrets. But we've been stealing their information with a primitive phone tap for the past 20 issues.**

☎ Hello, is that Kris? I've got a piece of nova-hot news about some amazing new Nintendo hardware! I've just intercepted a fax from Nintendo in Japan, where–

☎ Let me stop you right there, my ferrous friend. I've had my left index finger stuck in a modem for the past half-hour and I think I know exactly what you're going to say. It's about this 32-bit VR console, is it not? A-ha, thought so. But I bet you haven't guessed what was going on behind the scenes at Nintendo's Japanese HQ? It seems they've been getting pretty worried about 3DO – Matsushita Electronics' REAL multiplayer, as the standard manifests itself in Japan – and this announcement proves that a fierce battle is set to take place over there. 3DO is also a 32-bit RISC machine, and they've been mooting a VR headset as one of its peripherals for some time.

☎ That's uncanny, Kris. I'd have to engage sensory systems pretty early in the morning to catch you out, eh? Sorry to hear about that accident with your left index finger, though. What I don't understand is how the console will be a Virtual Reality machine, without goggles or a VR helmet or anything like that. 'VR is a technology which makes you feel something is in front of you though, in fact, it does not exist' – to quote Nintendo's fax.

☎ That's a pretty vague definition of Virtual Reality, Tel. I mean, by that token, a standard TV picture is VR. All the paintings from the Pre-Raphaelite movement are VR. Even the mirror in my lube-room is a VR machine. My theory is that the Virtual Reality angle is just a lot of public relations talk. I reckon it's just a novelty projector gadget that those crazy backroom boys on the R&D1 team have developed in their spare evenings. And they haven't always come up with the goods, have they? But enough of that, Tezza. I understand that you've had a sneak preview of *Rise Of The Robots*? A game that's been touted as a potential multi-format hit – maybe even beat-'em-up of the year?

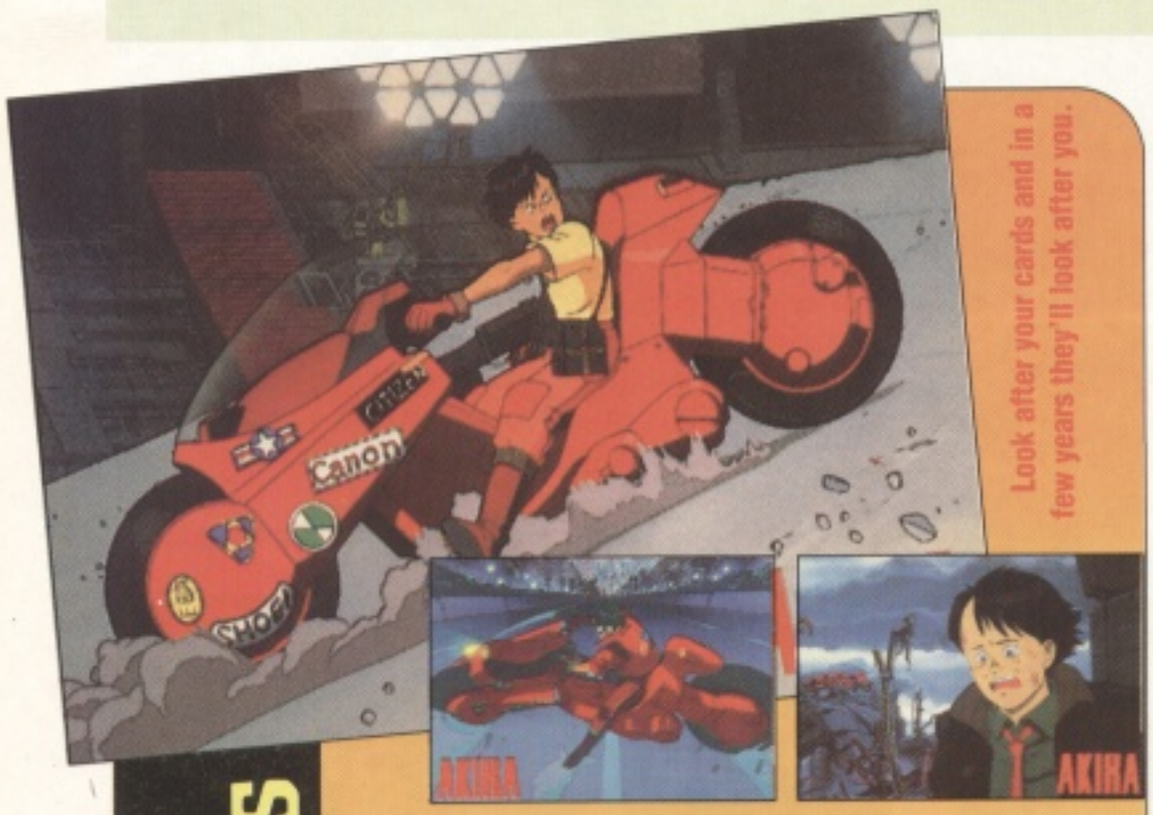
☎ That's right, Kris. I've been out and about while you were stuck inside combing the nets. I should admit that I have a personal interest in the success of the game as it stars my uncle Prime-8, who's playing a beefy builder droid. But I have to admit that, when I saw it in action, I was disappointed by its clumsy appearance. The ray-traced graphics of the PC CD-ROM intro sequences were undeniably lush, but the game itself looked horribly flat and two-dimensional, with badly-weighted characters. Let's hope they smooth out the feel and the gameplay before it's released on the SNES later this year.

☎ Too right, amigoid. Although that's exactly the sort of trouble that Imagineer have had with *Kick Off 3*, which was supposed to be released at a time when it could capitalise on World Cup fever. The developers at Anco will have to do lots more work on the Mega Drive version before it appears in the shops, however.

☎ The Mega Drive version? Kris, why are you telling me such useless facts? I think you should switch to auxiliary power and run a circuit check. I've already played the SNES version of *Kick Off 3* and I know for a fact that it works perfectly. It went late to beta testing, I know, but it's a fine game.

☎ Yes it is, Tel – but Imagineer have told me that, for legal reasons, they have to release *Kick Off 3* on both formats together. SNES owners will still have to wait till September for the game, although the Anco coders have promised to spend the time spicing up the SNES sound and graphics too. But won't we be totally bored of footy games by then?

☎ I'd better go, Kris, or my folks will make tin cans out of me!




## AKIRA COLLECTOR CARDS

So what are these *Akira* card things on the cover? Well, they're exclusive collector cards, which are big business in America, where companies deliberately limit the numbers to increase their rarity and value.

Manga Video are branching out into these cards with a set of 100, depicting scenes from *Akira*. The idea is to collect the lot, but the three on the cover of *Super Play* are a special edition which won't be available when the 100 card set appears.

The card cult is already alive and well in the UK, but this is the first time there's been a tie-up with anime. As time goes on, the cards will keep their value, and start to rise in resale as they become more desirable. That's where *Super Play*'s limited edition set comes in. These cards already have a rarity which will make them much desired.

So hang onto your cards, and keep them in good condition. We'll be keeping you up-to-date with the cards scene in *Super Play*, and letting you know how you can get hold of a Special Collector's Album to keep your entire set pristine.

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

## GUIDE TO BUYING MAIL ORDER

### TEN STEPS TO SAFETY

**When you're buying from any mail order company, it's worth following these Super Play guidelines:**

1). **Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.**

2). **Always read the small print on adverts.**

3). **Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.**

4). **By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.**

5). **If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.**

6). **Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.**

7). **If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.**

8). **When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.**

9). **Always order from the most recent issue of Super Play.**

10) **If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.**

# CHART THROB

**If you want to find out what the most popular SNES games in the world are, just check out the *Super Play* charts.**
**(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)**

## OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON-MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1. ★ **ROCK 'N' ROLL RACING** Ocean
'A perfect blend of racing thrills, explosions and bouncy cars', according to our review in *SP*12. 88%

2. ▼ **NBA JAM** Acclaim
Slick gameplay, great visuals and a hyper-addictive four-player mode. 87%

3. ▼ **SENSIBLE SOCCER** Renegade/Sony
'A beautifully fluid, free-flowing game', as Jonathan said in *SP*15. 91%

4. ▶ **SIM CITY** Nintendo
'It's so addictive it probably ought to be illegal', as we said in our very first issue. 84%

5. ▼ **SUPER MARIO KART** Nintendo
Still in the charts, and still a classic SNES game. One of *Super Play*'s best ever, in fact. 93%

6. ★ **CLAY FIGHTER** Ocean
A great soundtrack and incredible looks make for a fun game with real depth. 85%

7. ▼ **ALADDIN** Capcom
'Great to look at, very involving and jam-packed with laughs' according to Jonathan Davies. 81%

8. ▼ **MARIO ALL STARS** Nintendo
Four excellent games packed into one cart. A must-buy for your collection. 96%

9. ★ **BATTLETOADS IN BATTLEMANIACS** Nintendo
A varied and challenging fighting game that's bags of fun in two-player mode. 80%

10. ▼ **SUPER EMPIRE STRIKES BACK** JVC
Not as good as *Super Star Wars*, but it retains much of the gloss of the original game. 71%

*Rock 'n' Roll Racing*: A must for your collection.

*Sensible Soccer*: The graphics aren't its strong point.

*Clay Fighter*: They're clay and they fight. (*Get out, now! – Ed*)

## UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1. **STAR TREK** Spectrum HoloByte (US)
2. **SUPER METROID** Nintendo (US)
3. **KNIGHTS OF THE ROUND** Capcom (US)
4. **NINJA WARRIORS** Taito (US)
5. **SUPER BOMBERMAN 2** Hudson Soft (JAP)
6. **MUSCLE BOMBER** Capcom (JAP)
7. **RANMA 1/2: HARD BATTLE** Rumic Soft (JAP)
8. **KING OF DRAGONS** Capcom (US)
9. **EYE OF THE BEHOLDER** Capcom (US)
10. **FATAL FURY 2** Takara (US)

*Eye Of The Beholder*: A bit of a surprise, this one. Zy wasn't sure about it.

*Ranma 1/2 Hard Battle*: Nice features, and in that chart.

*Super Bomberman 2* really had to be there, didn't it? And rightly so. Although there's a bit of a split decision on it in the *Super Play* office, it's still going to sell by the bucketload. And it's good to see *Ninja Warriors* there because we like that. Especially the really hard-looking bloke.

## JAPANESE CHART

Compiled by Wil Overton and Tekai Katayama

1. **FINAL FANTASY VI** Square Soft
2. **SUPER PUYO PUYO** Banpresto
3. **SUPER ROBOT WAR EX** Banpresto
4. **SUPER METROID** Nintendo
5. **SLAMDUNK** Bandai
6. **MUSCLE BOMBER** Capcom
7. **J-LEAGUE SUPER SOCCER** Hudson Soft
8. **SUPER FAMISTAR III** Namco
9. **YAIBA** Banpresto
10. **BASTARD!!** Cobra Team

*Super Puyo Puyo*: *Super Play* and Japan agree totally.

*Super Robot War EX* is a strategy wargame involving hexagon-based maps and Super Deformed Gundam characters. The Japanese are keen on things like this, as you'll know if you've been reading *Super Play* for more than five seconds. *Muscle Bomber* is the Japanese title for *Saturday Night Slam Masters*.

## AMERICAN CHART

Compiled for *Super Play* by Woody Carter

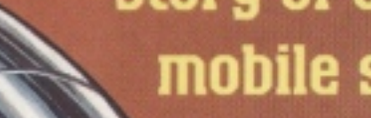
1. **NBA JAM** Acclaim
2. **SUPER METROID** Nintendo
3. **KNIGHTS OF THE ROUND** Capcom
4. **SOLDIERS OF FORTUNE** Spectrum HoloByte
5. **NHL HOCKEY '94** EA Sports
6. **KING OF DRAGONS** Capcom
7. **NHL STANLEY CUP HOCKEY** Nintendo
8. **STAR TREK: TNG** Spectrum HoloByte
9. **NINJA WARRIORS** Taito
10. **EQUINOX** Sony Imagesoft

*Ninja Warriors*: Watch with bated breath as the robots battle an entire evil empire.

*Star Trek TNG*: In space, no-one can hear you scream.

*NBA Jam* is there again. And frankly, we must confess to being totally unsurprised. It's a big game and the Americans love it so. And why not? As well as having ace playability, it's got their president in it. Still, it's good to see *Metroid* there. But *King Of Dragons*? And *Knights Of The Round*?

Right: Here's the Mobile-Suit Walker. On its left arm are guided rockets and on its right arm is the laser. The cross-hairs indicate a target directly ahead (which you can see on the radar just below).



Below: The Jet swoops over a high tech tower on the final, nasty, water-covered level.



**Everybody's been waiting for the next Super FX game. Well, now – exclusive to *Super Play* – here it is! *Vortex* is the story of one transforming mobile suit and its quest to regain the parts of a powerful computer.**

The spa
levels in *Vorte*
(there are two)
are like *Starwi*

The Walker is easily the most versatile of the forms to take. Trouble is, it's a big target.

It looks very nice, but what *is* it?

Targets are everywhere in *Vortex*. Killing them is fairly easy, but there are so *many*.

This looks worse than it is. The Walker can take a decent amount of punishment.

**As you travel around the massive 3D world of *Vortex*, you see lots of weird things. Above: This machine is a mystery when you meet it; but you soon learn *not* to open fire randomly at it. Right: On the training levels you can fire off as many guided missiles as you like. On the real missions you have 10.**

You're going to wish you had the safety of the drop-ship as soon as the attacks start. But you're on your own.

# VORTEX

The Japanese are crazy about robots. In fact, they've got far more industrial robots than the rest of the world put together. *Super Play* readers will know that the mobile suit culture lies close to their hearts. And quite often these suits (or variations on them) appear in SNES games; *Assault Suits Valken*, *Gundam F-91*, *Mega Man X* and even *Mystical Ninja 2* all feature these marvels of technology.

But now there's *Vortex*. Using the fabled Super FX chip, *Vortex* gives you control of a towering, heavily-armed mobile-suit robot. This machine must, under your expert guidance, travel around a series of levels, destroying enemies, collecting power-ups and, most importantly, finding chunks of a computer which, when put together, will signal the downfall of all the baddies you're blasting and, hence, the successful end of the game.

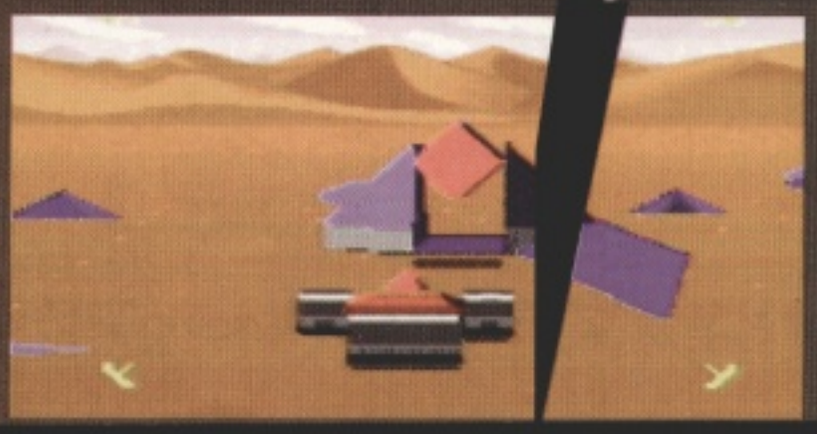
But before you get to that, there's an awful lot of 3D action to get through. *Vortex* uses the Super FX chip designed by Argonaut and put to excellent use in their smash-hit *Starwing*. And you can tell. The polygons whiz around with almost unnatural speed and smoothness.

There are a lot of polygons, too. Much of the game takes place on land, where there are entire cities to explore. These are made up of a multitude of buildings, including warehouse-type blocks, towers, pyramids, bridges and gun-emplacements. As you move around the map, you come under fire from many of them. And, as if that wasn't enough, you also get a vast amount of fire from the mobile defenders.

There are dozens of different vehicles to destroy in *Vortex*. Most seem to be airborne, but many skulk around behind the buildings and only appear when they've got you in their sights. So, unless you use the radar situated in the bottom left of the screen, you'll find yourself under heavy bombardment from an unidentified direction. It's fast, frantic and quite scary. And you'll need to react at lightning speed in order to survive.

For this reason, the three carefully thought-out training missions are dead useful. These give you the chance to practice with all the weapons, mutate into any of the forms at will, and generally blast around the playing area, firing randomly and having a whale of a time.

You get unlimited ammo, which means you can resort to blasting off salvoes of guided missiles and taking out anything that moves, but there's a lot more to it



The Landburner is very useful for blasting around quickly.

## THE LANDBURNER

The Landburner's a kind of roller-wheeled buggy. It rushes around madly, and has the awesome ability to leap vast distances – even over buildings. And, though it's not overloaded with weapons – being able to carry only the cannon and the laser – it's perfect for covering large distances on the ground.

The other benefit of The Landburner is that it doesn't use much fuel and it has a very low profile, so much of the enemy fire goes straight over the top of it.

## TRANSFORM YOURSELF

**There are four vehicles you can be in *Vortex*. Each has a specific function, and it's up to you to decide which vehicle you should be at any one time. But if you get it wrong, it makes your job a heck of a lot harder.**

**The most useful vehicle is the Walker, but it's too slow for some levels; and if there are obstacles on the ground, you will need the Jet. It's pretty complicated, but you'll soon pick it up.**

## THE WALKER

This is the fellow so cunningly depicted on our front cover. The Walker is your standard form, and at the beginning of each level, he's the shape you'll find yourself in. His main weapon is the laser, which has infinite shots. As you might expect, though, the laser is the weakest armament, and requires loads of shots to take out all but the smallest targets. It also tends to over-heat when it's used in continuous fire, and so slows down dramatically.

Other weapons used by the Walker are guided missiles, unguided rockets and a cannon. These are switchable, but each has a limited supply of ammunition.

The Walker's speed is variable, with a sort of gear change thing in the bottom left of the screen which tells you how fast you're going. This is a neat idea, because it lets you set the speed you want to travel at and then forget about it, rather than continually pressing forwards on the joypad.

The final point about the Walker is that it is the only vehicle shape which can pick up objects like power-ups, keys and the all-important bits of the computer.

## THE HARD SHELL

When you first see this, you'd be forgiven for thinking that it's the boring, useless transformation. But you'll soon change your mind once you get a few levels into *Vortex*.

The Hard Shell is a sort of tank. It can move around, but at an extremely slow pace. It has no weaponry – apart from smart bombs. These are limited in number, but vastly effective. As with most shoot-'em-up smart bombs, everything on the scanner and in the playing area is wiped out in a white-out flash.

The Hard Shell's defenses are the key, though. When it gets hit, the damage comes off the fuel supply rather than the shields. When the Hard Shell isn't under direct attack, the fuel supply is slowly being replenished as well, owing to its ability to store solar power.

So if you use it well, the Hard Shell will provide you with a bit of a break from the punishment; the time to get a load more fuel on board (perfect if you're planing a jaunt in the Jet); and the chance to wipe out every enemy in the area.

## THE JET

The faster vehicle by far, the Jet doesn't have to worry about most of the annoying ground structures that you must weave around in the Landburner or the Walker.

Armed with twin-lasers, which are surprisingly effective, and a pretty decent cannon, the Jet has no problem holding its own in an aerial fight. The problem is, though, that it travels very quickly and by the time you've lined up on some targets, you have only got about half a second to take them out before you've whooshed past them. Bummer.

The Jet is also useful for carrying out aerial bombardments of gun positions and so on. Many of the levels introduce enemy craft slowly as you play through them, and if you can use the Jet's speed to take out all the annoying ground units, you can counter the enemy aircraft at your leisure, using the Walker.

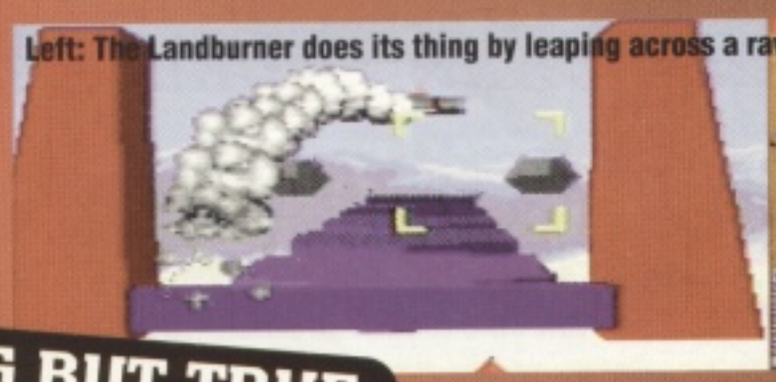
The one problem with the Jet is that it drinks fuel like a Bentley. You just can't expect to get through an entire level with the thing, because it will splutter and die on you long before the half-way mark.

than that. If you're smart, you'll practise moving around with the various mutable craft, to find out how effective they all are.

Then, when you're ready, it's time to launch into the game proper. At this point, it's advisable to grab a pen and paper because you're going to need the passwords which the game uses. No battery back-up here.

When you first see *Vortex*, you'll automatically think of *Starwing*. So where are the differences? For a start, there's a great deal of variety in *Vortex*. Each level is different, and although there are a couple of space levels which are pretty reminiscent of *Starwing*, you can regulate your speed, stop, or even turn around if you want and head back towards the start of the level. Why you'd quite want to do this isn't clear, but the option is always there, which is nice.

Other levels include underground sequences



Left: The Landburner does its thing by leaping across a ravine. Right: The Walker goes straight into a man-trap.

## AMAZING BUT TRUE

In order for *Vortex* to be sold at an acceptable price (remember *Starwing* costing around £70?), the programming team have compressed it into 4 Mbit!

This is a testament to their skill, because at no point in *Vortex* is this apparent. It plays, feels and looks like a 16 Mbit game. We dare anyone to say different.

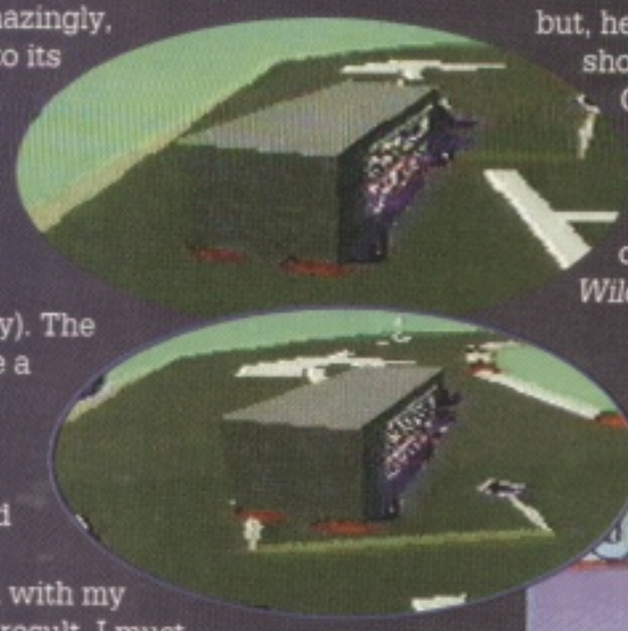
# WILDTRAX ワイルドトラックス

## Nintendo

**Nintendo had a bank of SNES's running *Wild Trax* (still called *Stunt Race FX*) in their darkened booth at the recent ECTS. Tony Mott made a beeline for the game they're calling the next *Mario Kart*...**

After jostling for position with countless besuited types, I stole a place at a SNES proudly displaying *Wild Trax*'s distinctly Roger Rabbit's car-like title screen. Twiddling with the joypad I entered the pre-race set-up screen, offering a choice of four cars, each of which had varying levels of ability in areas like speed and handling. I plumped for the four-wheel drive off-road pick-up which seemed to be the all-rounder of the group. A catchy jingle issued forth from the cabinet's speaker and it was into the race proper.

Behaving like a camera, the view panned in and around the assembled race contenders and came to a rest behind my beefy-looking motor, situated at the front of the pack. Jamming my thumb firmly on the accelerator, I waited for the lights. Green signalled go and everyone pulled away. I retained my starting grid position with ease as we approached the first corner. Ha ha, I thought naively, winning is going to be simple! Then we hit the corner, and in my case, I do mean HIT. I lost control and my poor motor crunched into a barrier, contorting into a spanged-up mass of metal; and then, amazingly, reforming into its original pristine condition (but my energy bar, was telling a different story). The controls were a touch more responsive than I'd expected, and I'd over-compensated with my steering as a result. I must admit, it took me a while to adjust to the feel of the thing; it's far removed from the way *Mario Kart* plays, for example; just as tight, but somehow looser. (*Eh? – Ed*)



The tracks themselves are a splendidly varied bunch, some themed as forest areas and others have sections of the course rising above city skylines. There's even a water-flooded underpass later in the game, complete with splashing effects as you blast through it.

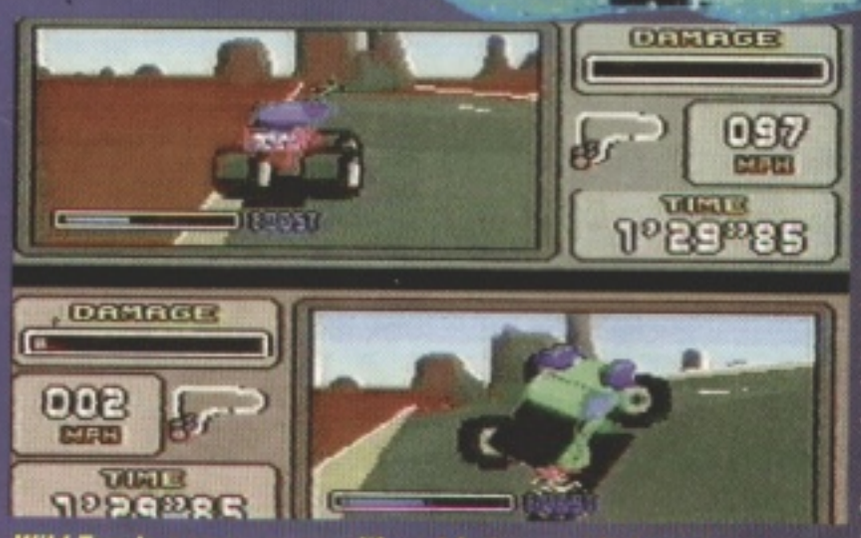
If you've played *Virtua Racing* or *Hard Drivin'*, you'll be aware of the animals appearing at intervals: *Wild Trax* has running deer and even dolphins which jump in arcs over the track! These are another example of Mr Miyamoto's design flair and his willingness to provide genuine coo-worthy moments in Nintendo's games.

In terms of technical achievements, I was struck by the amount of texture-mapping made available by the power of the new FX2 chip. All of the vehicles include mapped areas, but the articulated truck, which you can drive in a bonus section, is resplendent with the full game name and logo down its sides.

I asked a Nintendo rep what the reaction to the game had been so far. He said that most visitors to the stand had been fairly dismissive but, he was keen to point out, the version on show was only 80% complete, after all.

Given that Shigeru and his boffins will have spent the last two months or so tweaking the game to bits, I think that those dismissive types may well have cause to re-evaluate their approach when *Wild Trax* turns up later this month.

**Top left: Yes, you can even drive a lorry!**
**Below: You've just got to splash at speed.**
**Bottom: Crashing is always a bad idea.**




***Wild Trax* is a crazy game with metric tonnes of character.**

## STARWING 2

No one in the software industry is admitting that they know anything about *Starwing 2* at the moment, but we believe that it's being coded as we speak, somewhere not a million miles from Colindale in London...

What is clear is that *Starwing 2* includes a two-player mode (horizontally split screen and everything), so that should be good then. We'll cover *Starwing 2* more when somebody spills the beans on it.

## SUPER PLAY TALKS TO MIKE POWELL, CREATOR OF VORTEX

**Mike Powell is the guy who had the original idea for *Vortex*. He worked on the concept, programmed the game and did some of the design and 3D.**

'The game is my idea. At the time, Argonaut Software were approaching various people to take advantage of the new Super FX chip and I was interested in doing it. *Vortex* is an original game; there's no sort of licence tie-in or anything. Basically, it was meant to be a development on *Starwing*, trying to introduce 3D to the SNES, really.

*Starwing* was the first 3D game, and it ran in a very linear way, but this is more of a free-roaming game. You can go anywhere in your world and you make far more decisions, such as what to transform into. You can also stop and look around. It's a little more intellectual in a way.'

which are negotiated from the first person viewpoint. In other words, *you* are the robot and you see out of its eyes, rather than see the robot in front of you on the screen.

All this sounds rather complicated. Correction; all this *is* rather complicated. All the buttons on the joypad are used in *Vortex*, as well as the Left and Right shoulder buttons. Many functions can only be carried out by pressing two buttons at once. It sounds daunting, but would someone understand if you tried to explain the controls of *SFII* to them for the first time? It's one of those games which takes a lot of practice to learn; then you pick it up again and find that it's all stored safely in the quick-retrieval part of your mind.

Other features in *Vortex* include a droid which, once picked up by the Walker, follows you around and helps out with the firepower, selecting its own targets and destroying them as you get on with blasting your way through to the target.

There are also a decent number of hidden things around the levels. These are being kept secret for the moment, because, fairly obviously, they wouldn't be hidden if everybody knew about them.

# THE SECOND SUPER PL

# IT'S THE GOLDEN BEE AWARDS

## Remember the first Golden Bee Awards in issue 3? Very popular they were, and we swore that we would repeat them. Well, enough seasons have passed, enough milk has been spilt, and now that time is here again. So welcome to the Second *Super Play* Readers' Awards!

**Super Nintendo software ranges from absolutely superb to perfectly foul. Everybody who owns a SNES feels strongly about which games are must-buys and which you should avoid like the Black Death, so why don't you tell us what you think? We'll tell over 50,000 other SNES owners, and, perhaps more importantly, we'll tell the people who make the games.**

So by filling in the form opposite, not only will you be making sure that the games you love will be getting the recognition they deserve, you'll also be passing on your likes and dislikes to the entire SNES gaming industry.

This year, we're adding a new category – Favourite Type of Game. What we want to find out is whether you prefer beat-'em-ups, shoot-'em-ups, driving games, golf games or platformers and so on. Remember, don't write down a game name here, just your favourite *sort* of game.

The idea, of course, is that the developers listen to what YOU the consumer wants, and react accordingly. So if you're fed up to the back teeth with platform games, this is the ideal 'platform' to make your views known!

And what else is in it for you? Well, if you manage to correctly predict the top five Best SNES Games of '93/'94 (as voted for in these awards) you'll have 10 chances to receive a Date Pro Universal Adaptor. Yep, we've got 10 of thes superb peripherals to give away. S don't delay, fill in that form thingy and send it off today! And don't forget – only games released i 1993 or 1994 are eligible. So don put *Street Fighter* or *Mar Kart*. They wer both release in 1992!

## WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!
## A DATEL ACTION REPLAY CART!

**Guess correctly the five most-voted-for Best Super Nintendo Games of '93/'94 and you could win a Datel Action Replay. Not just any Action Replay, though, but the new Mark 2 version! This potent beast will let you run any Super NES game in slow-motion, give you the chance to input 100 simultaneous codes, and use its powerful trainer facility.**

**The trainer enables you to find codes for extra or infinite lives, extra power, invincibility and other weird and wonderful effects. The cartridge has full NTSC-only counter-measures, which means you won't have to worry about where the cart you're playing comes from. And the Action Replay 2 is fully compatible with FX games.**

**Datel sell the Action Replay Mark 2 for £49.99, but you can win one of 10 we have available simply by predicting the top five Best SNES Games.**

More coveted than the Oscars, more strawberries-and-cream than Wimbledon, more goals than the World Cup, more hyped than the Booker prize. Yes – at last! – *Super Play* is pleased to announce the triumphant return of the Golden Bee Reader Awards. Yippee! (Etc.)

# VOTE HERE FOR THE BIGGEST SUPER NINTENDO AWARDS EVER HELD IN THE UK!

Any game available in the UK after 1 January 1993 is eligible. Fill out all the categories and post the form to: *Super Play*'s Second Reader Awards, Future Publishing, 29 Monmouth St, Bath BA1 2BW. It *must* arrive by 29 July 1994. (A NEAT copy or photocopy of the form will do.)

**SPONSORED BY DATEL**

## Golden Bee Awards

### SUPER PLAY'S SECOND READER AWARDS

**Voting is easy. Just go through this form, writing clearly in each category. Make sure the games you choose came out in the UK in 1993 or 1994.**

**Best SNES beat-'em-up**

**Best SNES platform game**

**Game most looked forward to**

**Best SNES shoot-'em-up**

**Best SNES RPG**

**Favourite software publisher**

**Best SNES driving game**

**Best SNES puzzle game**

**All-time favourite SNES game**

**Best SNES strategy game**

**Best SNES graphics**

**Best SNES game**

**Best SNES simulation**

**Best SNES sound**

**Worst SNES game**

**Best SNES sports game**

**Best SNES peripheral**
**(joystick, adaptor or other add-on)**

**NAME:** .....

**ADDRESS:** .....

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### PREDICT THE WINNERS TO WIN A DATEL ACTION REPLAY II!

**Datel have kindly agreed to donate 10 Action Replays to the first 10 people to predict the five most-voted-for Best Super Nintendo Games of '93/'94. So guess which five games will be voted for the most, and in which order they'll appear, and you could be the proud owner of this spanky bit of SNESular kit.**

1. .....
2. .....
3. .....
4. .....
5. .....

Return this form (or a copy) before 29 July 1994, to: *Super Play*'s Second Reader Awards, Future Publishing, 29 Monmouth St, Bath BA1 2BW.

# SUPER BOMBERMAN

**Nothing stops a Bomberman – except for a bomb, of course, so sit back and enjoy this. Right, I'm off round the corner before someone toasts me.**

**Japanese Release**

**Game:** Super Bomberman 2
**Publisher:** Hudson Soft
**Developer:** In-house
**Price:** £60
**Release:** Out now
**Players:** 1 to 4 simultaneously
**Cart ROM:** 8 Mbit
**Adaptor:** Any

**Bombs. The idea of all the *Bomberman* games is to drop a bomb (preferably a big round one with a crackling fuse) and dash around a corner in the hope that, when it explodes, it will blow up one of your friends. And not your good self, although that often happens. Pick up some collectibles and you can move faster, carry more bombs, even throw them over walls like an anarchist. Beautiful in its simplicity, is it not? The hours will fly by...**

Above: The 'garden centre of death', demonstrating this sequel's pepped-up graphics and frills.

Left: The crowd salutes a Red victory. The losers, in typical *kawaii* fashion, blub their little eyes out. Aww.

## IN THE BOMBTRACK

**There are 10 screens in multi-player mode, most having a special twist or feature to spice them up.**

Herds of power-ups swarm across Stage 1.

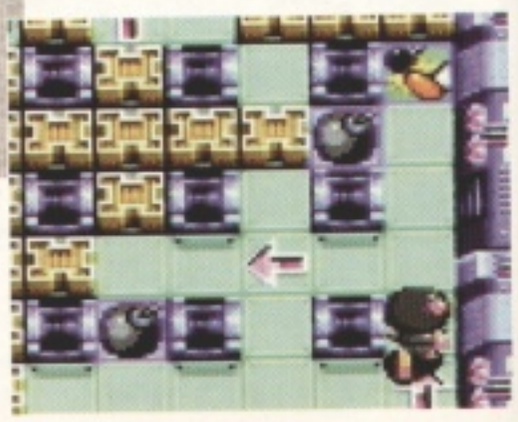
My, what a lovely show of begonias. Being frazzled.

Left: Can it be? Yes, it's a slippy-slidey ice world stage! Oh joy!

Lisa couldn't bring herself to blow up good chocolate (right).

Above: Red ignites a moat of oil that runs around the screen.

Right: Arrows can change the direction of a sliding bomb.



# MAN 2

## HOIST BY YOUR OWN PETARD

**'Right, listen up, you 'orrible lot! You are going to be 'andling hexplosives, so learn the following, or you'll be referring to yourself in the plural.'**

**Flame**
Increases your bomb's range.

**Gold flame**
Gives bombs a super range.

**Skull**
Various nasty effects – avoid.

**Extra bomb**
Drop more bombs at once.

**Skates**
These increase your speed.

**Glove**
Carry and throw your own bomb.

**Power**
Plant one max range bomb.

**Speedlimit**
Randomly alters your speed.

**Amplifier**
Set a bomb on it for full blast.

**Teleport**
Instantaneous warp point.

## BOMBS AWAY!

**Bombs. Have we mentioned bombs? If you don't recognise it, it's probably a bomb.**

This is jelly-gnite (oh dear). It wobbles and rebounds. Quite.

Nobody will steal your bombs with this new colour coding.

'I'm Rosie May, come groove in my love-mushroom garden.'

You can change the speed and direction of this conveyor.

Exclamation marks usually signal poor jokes, so look out!

## Zy says... HANG ON A MINUTE...

Hnnng. Hrrrrk. Whirclick-kzzzzt spung. When I heard that a sequel to *Super Bomberman* was in the pipeline, my brain started to make funny noises, as it struggled to think of how one might possibly improve upon the original. I needed peace and quiet to concentrate, so I borrowed the office cart and retreated to the Lake District with a multitap and a few friends.

After much playtesting, I could see why it wasn't an absolutely perfect 100-percenter, and I began to consider how I might make just a few improvements – if I had a part in designing the sequel. Let's see if you agree with me or whether you side with Hudson Soft, as we play the Reeves and Mortimer classic, 'that was my idea'.

1) How about some more Battle Mode levels, for starters? It takes the merest fraction of ROM to store a Battle Mode screen, so why not have stacks of different ones? They're so basic and straightforward that you could fit 100 of them on one cartridge. However, Hudson Soft has included a meagre 10 for *SB2* – less than they did for the first game – and this cart is twice the size!

2) How about some power-ups, too? Granted, the original power-ups were almost perfect and required real skill to master. There's room for more, though. You could include some extra skull icon poison lurgy effects too. Hudson Soft's achievement: *SB2* has come up with just a couple more – like the sliding bombs that bounce off walls – but has made the tragic error of replacing the bomb-punching gloves with a disastrous power-glove, that only works with your own bombs and is activated with the bomb-dropping button (in fact, it's just like throwing bombs in *Zelda*).

3) Why not make more of the features optional, or go so far as to include a level screen designer? Imagine choosing the basic grey-brick first level, then having the option to select which power-ups – like gloves, automatic super-speed, mega-flames and bomb-sliding boots – could be found on it. That way you could alter the tactics for each level (for instance, a screen which held just punch gloves and player-detonated bombs), to give a whole new dimension to every level. The designers at Hudson Soft have given *SB2* just a couple of new options. This includes a tag mode (where two teams of two players can compete against each other) and a Golden Bomberman option that highlights a running winner.

4) Wouldn't different-coloured bombs be jazzy? That was my idea, and Hudson Soft stole it from me, I swear. Every Bomberman now drops bombs of his own colour, so you now know exactly who did you over. Unfortunately, having seen it in practice, I'm no longer keen on it: there are so many garish colours and bright icons on the screen that you can't register what's going on half the time. Doubly annoying, the extra bomb icons have been changed so that they look like real active bombs at a casual glance. So, er, I was wrong on that one, but I can understand exactly why it might have looked like a good move.

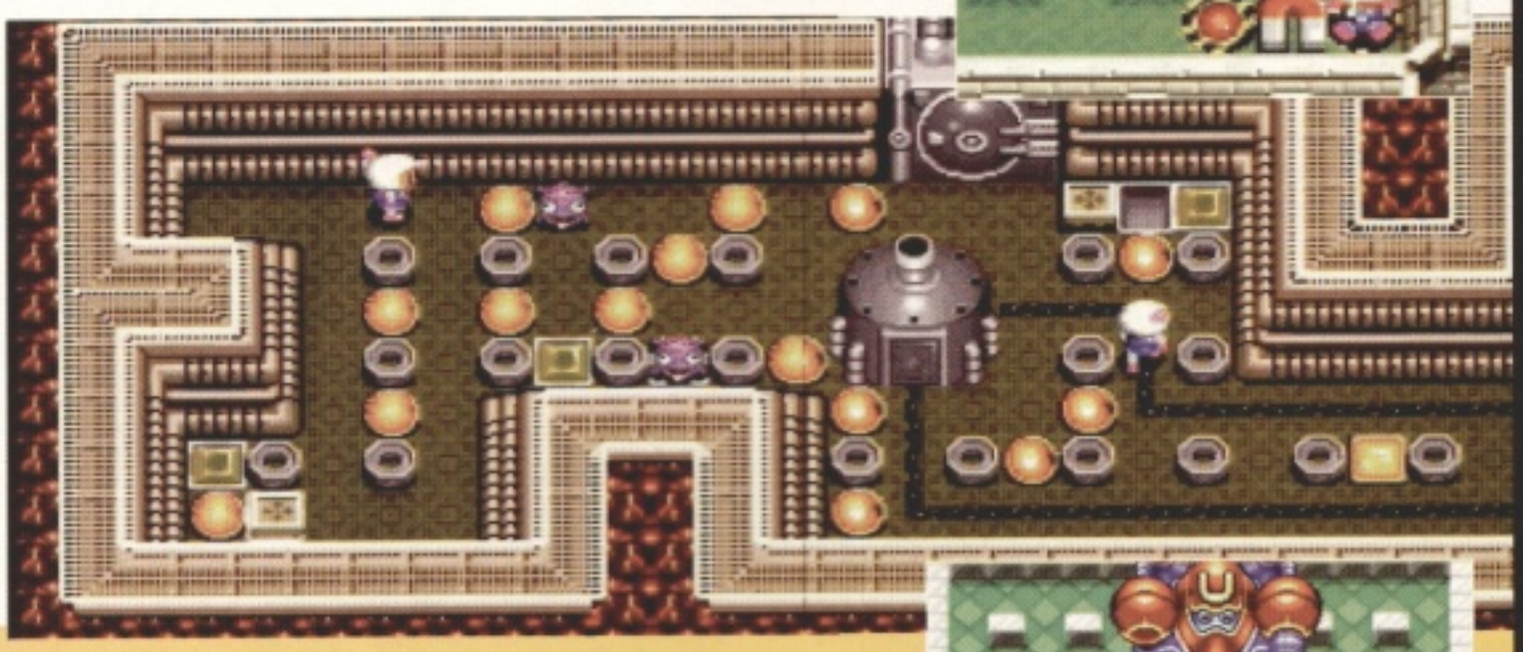
I think that Hudson Soft has got the wrong end of the stick by concentrating on the Normal Mode game, where one or two players have to work through puzzles and bosses. This has been improved considerably, and some of the levels are genuinely great to play: multi-screen playing areas and fiendish switch puzzle traps are topped off with some splendid character graphics.

Unfortunately, this mode was never more than a spin-off anyway, and anybody who knows *Bomberman* will think of the four-player *Dynablaster*-style Battle Mode as the *real* game. That's why I must disagree with James and feel that his blind faith in all things *Bomberman* is not something I can share.

Next time I want a game of *Bomberman*, I shall reach for the original cart.

## ON YOUR OWNSOME

**Sob. If you don't have any friends or you lack that all-important multitap, then you'll just have to settle for the one-player mode. It's got big levels and bosses and puzzle bits but – boo hoo hoo! – it's still not *real Bomberman*...**



Blow out those flames with a bomb blast and get past them before they re-ignite. Those monsters will have you cursing before you leave, too.

Hit this alien geezer twice and he'll scarper to his mobile suit.

Alas, mobile suits just aren't made to last these days. Tsk.

The trick to this boss is to stay clear until he destroys himself. The fool.

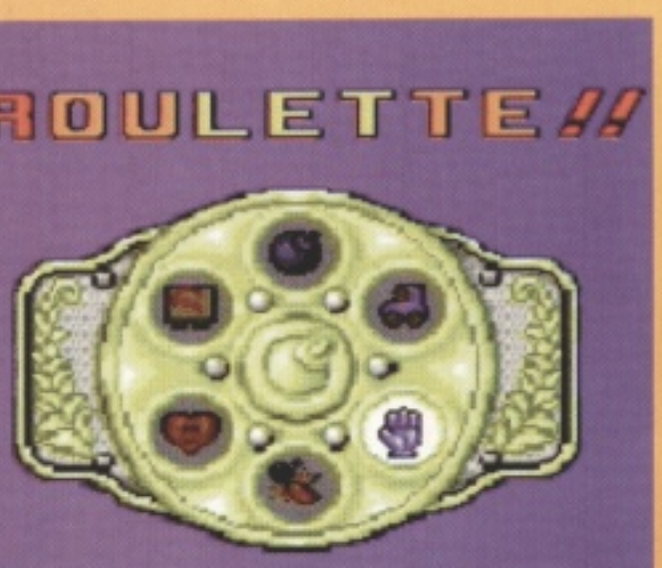
### And there's a plot too...

**... Because the designers have yet to catch on that we need no incentive, reason or justification to blow things up.**

So a space fortress appears in the sky.

Five evil alien bomber-types materialise.

## ROULETTE!!



The winner of the last round is 'Golden Bomberman', who wins a random power-up for the next round.

Time's running out when this wall closes in on the field.

## GOOD, BAD OR UGLY?

The first *Super Bomberman* was a damn-near perfect game. But when we played it in the *Super Play* office, we all had suggestions on how it could be improved. Some people thought that there should be more power-ups, others that that the screens are far too packed with novelty traps, and that the best levels are the simplest ones. And there's an argument for having a greater range of power-ups and collectibles, too.

Very little of these 'improvements' have been included in *Bomberman 2*. Instead, the one-player game has been updated marvellously, with levels that are much bigger than the screen to wade through.

The multi-player mode has been refined in other ways. The 10 mazes are even more packed with obstacles and weirdness; and the detonators (one of my favourite items) have gone; now you must pick up your bombs and carry them around if you want to really surprise someone.

The tag-team mode is a completely brilliant idea, because everybody naturally gangs up together anyway, and it's nice to have that element formalised with the two teams. It's certainly as much fun as the each-man-for-himself mode.

Er, what else is there to say? Not much. *Super Bomberman 2* is significantly better than the original. There's a plot, more cutesy animations and about 25% more gameplay in the Battle Mode, and 50% more in the single-player mode. Some of the things I'd have liked to see remaining – such as wrap-around punch and the detonators – aren't here in their proper forms, and some additions I'd hoped for aren't here either.

Overall, though, this is still a classic. It doesn't have the bits I wanted to see in it, but that's my fault for not telling Hudson Soft. The more I play it, the better it gets, too. *Super Bomberman 2* is going to spend a lot of time in one of the *Super Play* SNESs.

● James Leach

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 84% | 87% | 93% |
| GAMELIFE | OVERALL SCORE: | |
| 92% | | 91% |

**VERDICT: Still the favourite it always was, but with new features and an improved one-player game. A fine addition to your SNES game library.**

creating a world of difference

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Seconds before the 1994 World Cup final was due to begin an alien of the cup-collecting kind swoops down and steals the World Cup trophy.

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Prepare to meet all manner of madcap characters in dozens of lush, detailed locations ranging from England, to the Italian Riviera, through Russia's frozen forests. Take a ride on Japan's Bullet Train and end up on the rough and tough city streets of the U.S.A. It's awesome arcade action all the way with a blistering soundtrack to match.

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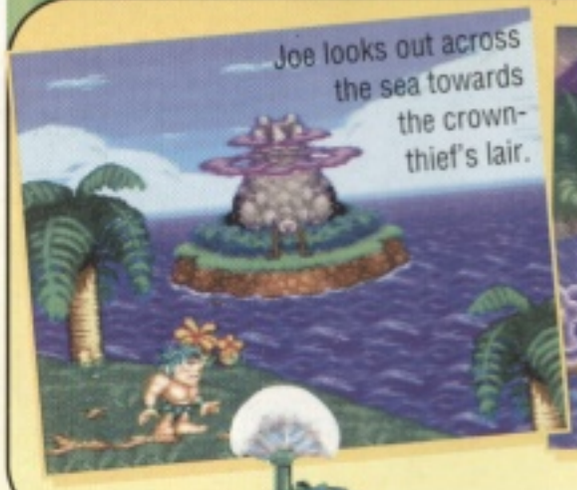
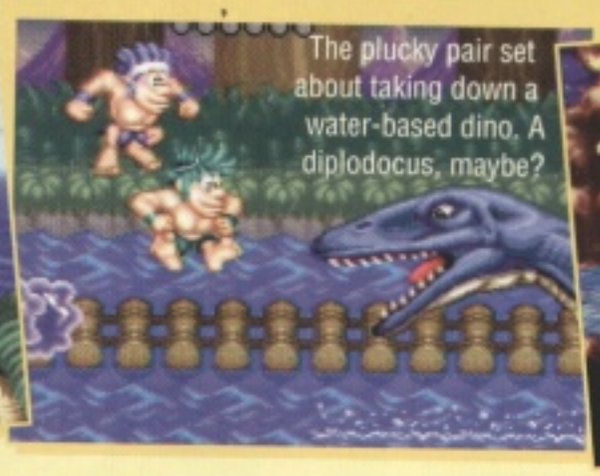
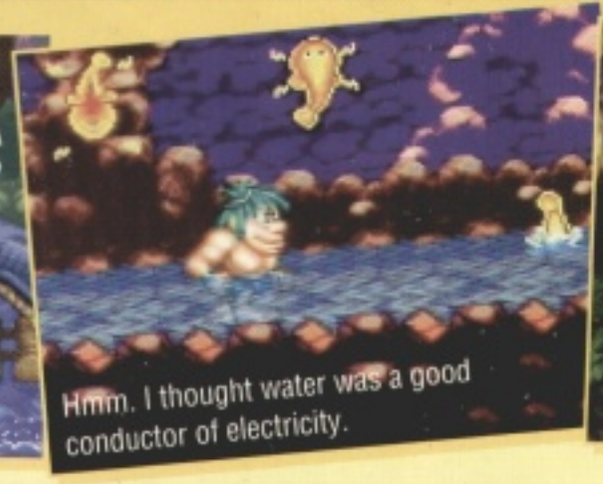
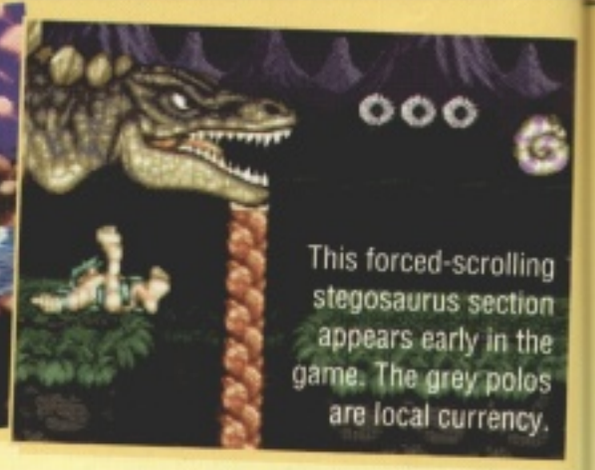
Joe (or Joe and Mac, if you have a friend to hand) are on a search for the seven rainbow stones. When brought together, they'll allow our chum(s) to reclaim the stolen crown. And what does all this mean in gaming terms? Well, it's a platform game, what did you expect?


Joe looks out across the sea towards the crown-thief's lair.


The plucky pair set about taking down a water-based dino. A diplodocus, maybe?


Hmm. I thought water was a good conductor of electricity.


This forced-scrolling stegosaurus section appears early in the game. The grey polos are local currency.

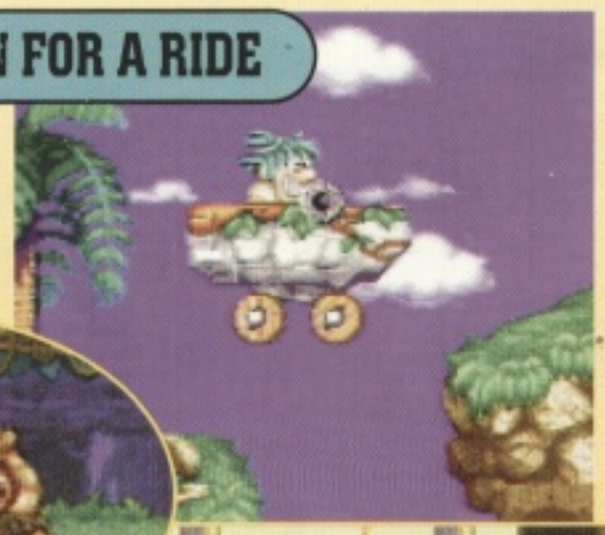
# JOE & MAC

## LOST IN THE TROPICS

SHE DIDN'T SEEM TO LIKE THEM.

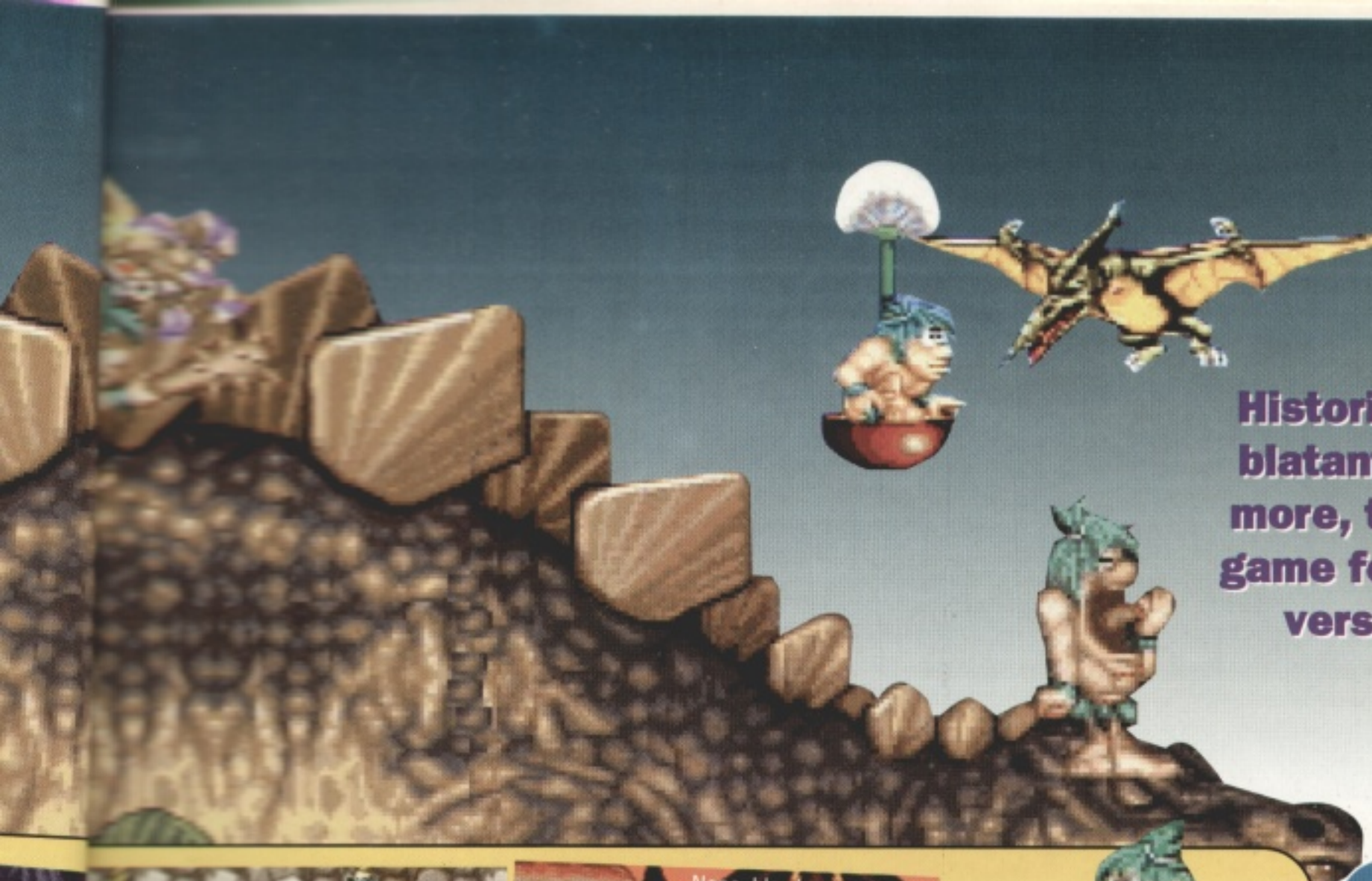
### TAKEN FOR A RIDE

Below: A baby triceratops provides some protection.

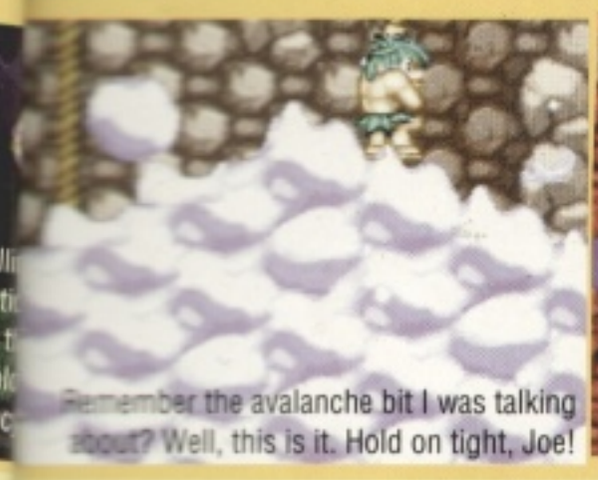


Above: The manic cart-ride of terror. Left: These pterosaurs appear often.

**Joe and Mac occasionally get the opportunity to use unusual modes of transport...**



**Historic fact has been blatantly flouted once more, to allow another game featuring humans versus dinosaurs.**



Remember the avalanche bit I was talking about? Well, this is it. Hold on tight, Joe!

Nope, blowing won't put it out. How about getting a mouthful of water, instead? Just a suggestion.

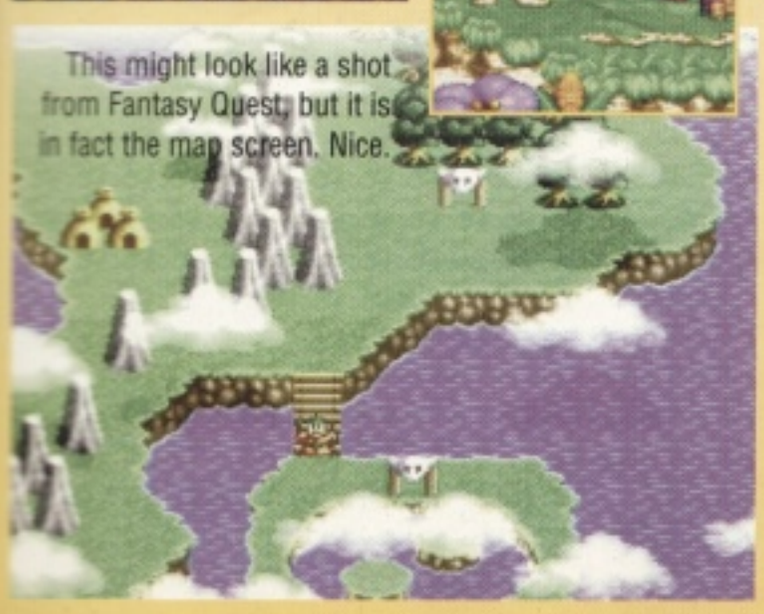
Well, it's Joe standing on a log and looking smug. That's it, no more, nothing else. At all. No.

**US Release**

**Game:** Joe & Mac 2
**Publisher:** Data East
**Developer:** In-house
**Price:** £54.99
**Release:** Out now
**Players:** 1 or 2 simultaneously
**Cart ROM:** 8 Mbit
**Adaptor:** Any
**Game supplied by:**
Zap Computers (0532) 590077

# C 2

Spitting, rather disgustingly, is an integral part of the game. Eat an item of food and launch the remnants!



This might look like a shot from Fantasy Quest, but it is in fact the map screen. Nice.

## GOOD, BAD OR UGLY?

Yeah yeah; lost jewels, blah, stolen trinkets, blah, only Joe and Mac can return peace to the land, blah etc, etc. Let's face it, most scenarios behind platform games could well have been written on the back of a beer-mat, during a particularly rough lunchtime session down the local. Still, good work if you can get it, I suppose.

Anyway, like the first game, *Joe & Mac 2* is a prehistoric platformer which incorporates a simultaneous two-player mode that actually works. Forget about the disastrous two-player mode in *Rainbow Bell Adventures*, the level design here is much tighter and leaves little room for splitting up and annoyingly losing each other. It's retained the rather useless 'super' option from the first game, though, which means that players can club each other as well as the opposition. What's the point in that? Work together, I say.

As platform games go, Data East have attempted to introduce features in order to lift this game above the norm. The ability to use various creatures to traverse certain sections, for example, turns out to be a great laugh; as does the slightly off-beat shopping bit, which includes the option to buy a bunch of flowers to offer one of three local maidens (!) The design of the levels includes a number of novel features too; you'll find yourself clinging tightly to vines for your life as avalanches threaten to knock you around in the ice-packed mountainous region, and ducking in an attempt to avoid the full force of a flapping pterodactyl's wings later in the forest level. There's also a great little range of jungle-drum music; and I especially liked the way that after you've finished the first level, the map opens up allowing you to tackle the rest of the levels in any order you wish. That's always a welcome touch.

The only real problem – and this applies to most platform games – is its limited life-span. The password feature enables fairly rapid progress and – even bearing in mind how much fun it's going to be getting to the end – you have to question whether *Joe & Mac 2*'s going to be £54.99 worth.

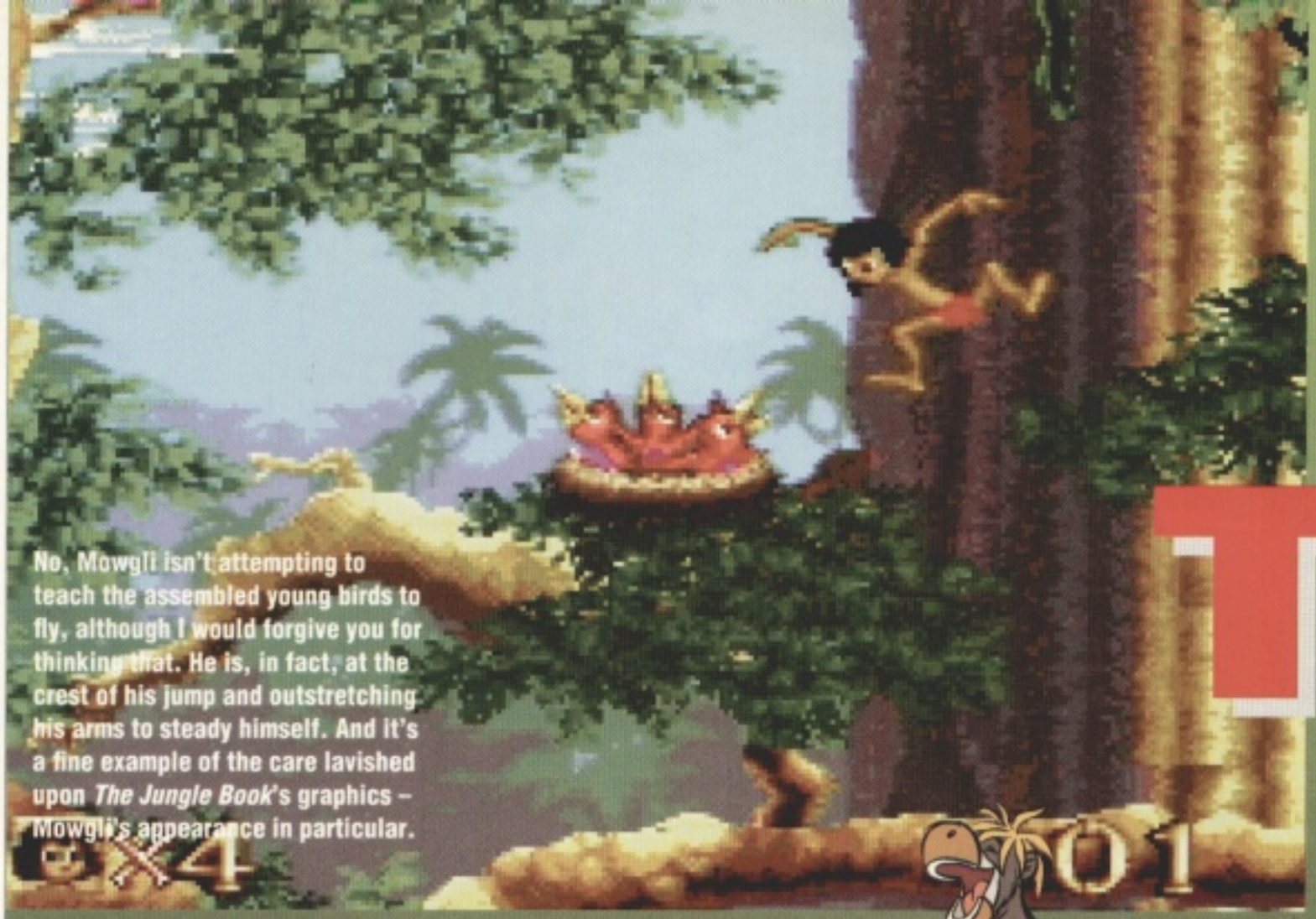
● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 81% | 82% | 82% |
| GAMELIFE | OVERALL SCORE: | 80% |
| 65% | | |

**VERDICT:** A great little game which is playable, funny and occasionally ingenious. But *how* much?

**Bananas, monkey vines and a hero who, er, wears just a pair of red underpants, can mean only one thing. Yep, it's the game of the film...**

# THE

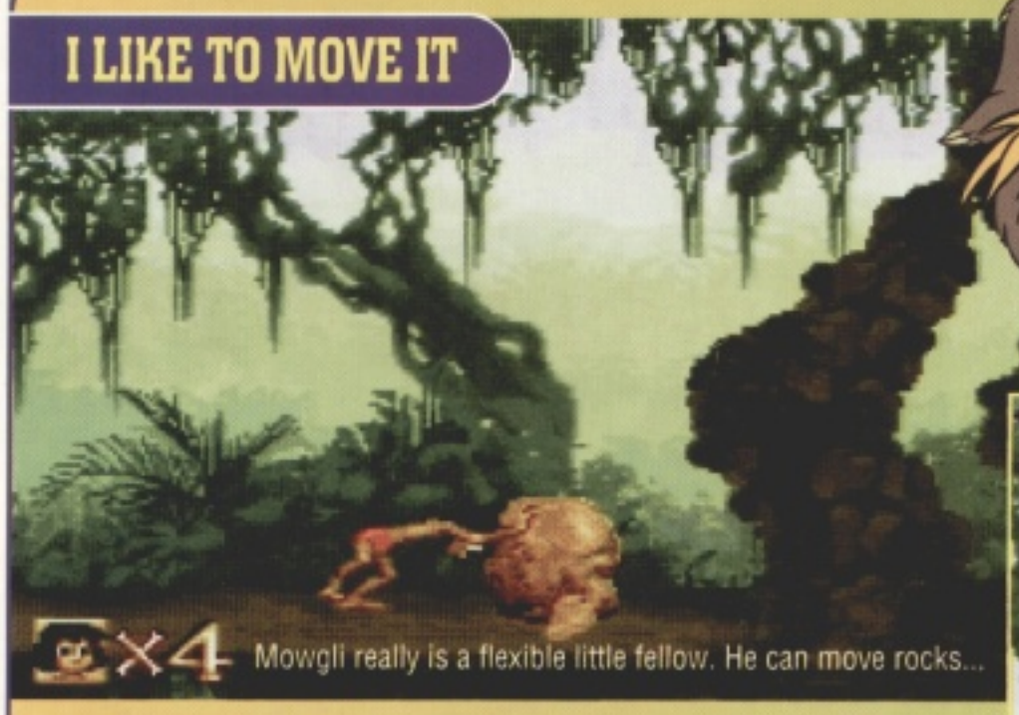


No, Mowgli isn't attempting to teach the assembled young birds to fly, although I would forgive you for thinking that. He is, in fact, at the crest of his jump and outstretching his arms to steady himself. And it's a fine example of the care lavished upon *The Jungle Book*'s graphics – Mowgli's appearance in particular.

**UK Release**

**Game:** The Jungle Book
**Publisher:** Virgin
**Developer:** In-house
**Price:** £TBA
**Release:** July
**Players:** 1
**Cart ROM:** 16 Mbit
**Adaptor:** PAL only

## I LIKE TO MOVE IT

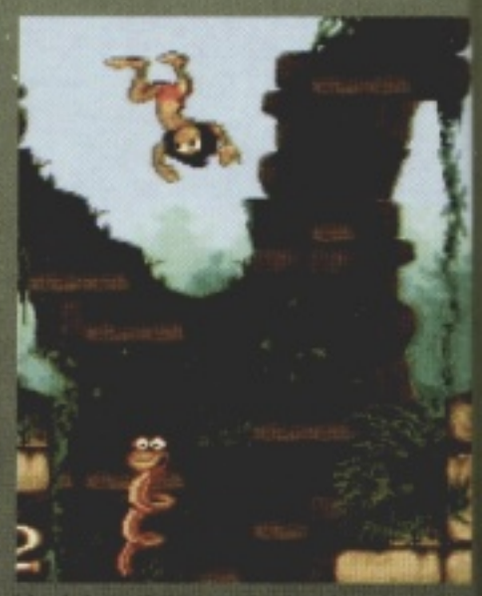


Mowgli really is a flexible little fellow. He can move rocks...

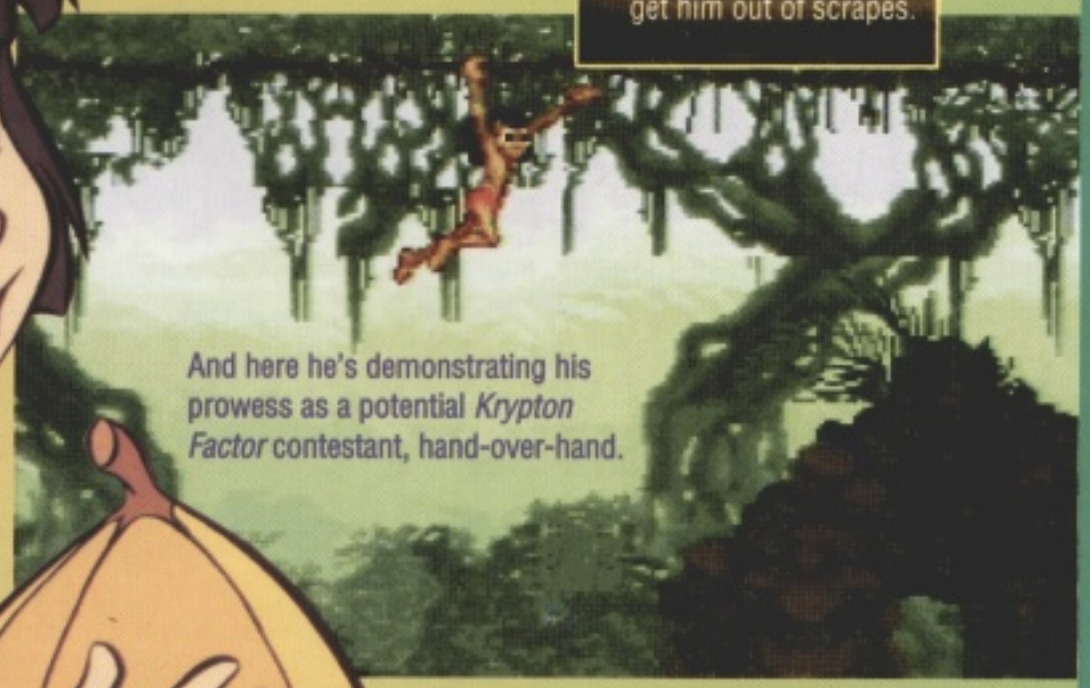
... swing across the jungle ceiling using handily-placed vines...

... and, blinkin' heck, he can even use his pants to get him out of scrapes.

This is horrible. It reminds me of those ropes in the gym at school. I was crap on those.



Yay! A springy snake lends a hand.



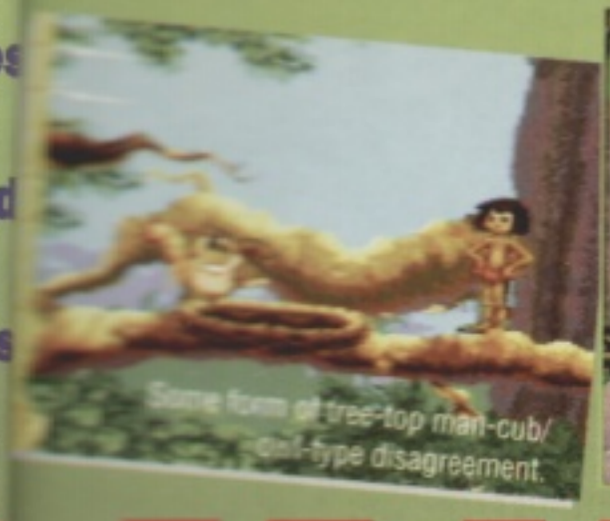
And here he's demonstrating his prowess as a potential *Krypton Factor* contestant, hand-over-hand.

## GOOD, BAD OR UGLY?

**Producing a game of a classic Disney animated feature film is a daunting task, don't you think? I mean, Katsuhiro Otomo and his cronies' work aside, Disney stuff is renowned as the pinnacle of the trade. But Capcom managed to do *Aladdin* justice on the SNES, albeit with some slightly uncartoon-like shading effects.**

**And, rather refreshingly, Virgin have performed minor miracles with *The Jungle Book*, producing 10 zillion (that's a loose approximation, by the way) animation frames spread over the host of familiar film cast, and maintaining a more cartoon-true flat use of colour. Little Mowgli is a particularly fine example of the game's performance in this area; running, swinging, climbing and throwing bananas in a skiddily-smooth and fluid fashion; the quality of which is rarely ever seen on the SNES. The multi-layered backdrops are also fantastic, convincingly portraying a musky, foliage-packed, jungly atmosphere.**

**And – yes! – in complete adherence to**



# THE JUNGLE BOOK

Characters from the film make cameo appearances in the game.

Clockwise from top-left: Baloo, Hathi Jr, King Louie and finally, slithery Kaa.

film-to-game conversion convention, this is a platformer. In it you'll encounter a strange and varied selection of forest-dwelling animals (just like the film) and negotiate vine-laden trees (sort of like the film) on your way to reach the handy little hammered-in exit sign (not at all like the film).

And, come to think of it, the 'encounters' with animals aren't in keeping with the original *Jungle Book* story, either. I always thought that little Mowgs was supposed to live in harmony with the jungle and its residents, just like old Johnny Weissmuller. But his gaming experiences here include jumping on heads (*Hey, that's a novel technique – A Cynic*) and chucking items of fruit at unsuspecting local fauna. Still, games are allowed to bend the rules; and, after all, roaming around befriending overweight bears who've mastered the power of speech probably isn't a very secure base for a piece of interactive video gaming, either.

As a platform game, the nearest thing I can compare this to is *Pink Goes To Hollywood*; the size of the central character and the outlined nature of the sprites in general impart a similar feel. Actual like-for-likeness stops there, though. Control of Mowgli is always sharp, completely unlike Pink's pathetic floaty feel and the environment is stacks more interactive. And, unlike *Aladdin* which was essentially run-from-left-to-right-avoiding-the-nasties stuff, certain sections include pseudo-puzzley bits requiring rocks to be moved about in order to progress. And later levels involve theme-changes which find Mowgli travelling up-screen through the boughs of a giant tree, and even mounting an oversized parrot in a forced-scrolling section, temporarily turning the game into an amusing shoot-'em-up.

The music drove me completely mad, though. Yes, the tunes in here are pretty accurate renditions of the film's soundtrack, and if it were a new film (as *Aladdin* was) I am sure I would have been able to play it without wearing earplugs. But the music is so old and has been heard soooo many times before that it becomes quite offensive after only five minutes.

Apart from that (and that feature is live-withable), everything in *The Jungle Book* falls into place rather neatly. It's a perfectly good example of a platform game; solid as a rock and at least twice as attractive. And there's more quantity in here than in *Aladdin* – you'll certainly be plugging away at it for much longer than you did with that title.

The surprises which were apparent in *Aladdin* – Capcom's near-miss – are, however, spread rather more thinly here, and although it tires me to say it, nothing particularly out of the ordinary ever really transpires in gaming terms.

But if platform games form a significant slice of your gaming dietary needs, then this is a sizably-pleasant chunk of the kind of thing you're after.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 93% | 75% | 85% |
| GAMELIFE | OVERALL SCORE: | 82% |
| 79% | | |

**VERDICT:** Big, bouncy and beautiful. Virgin have done the man-cub and his jungle chums proud.

YOU WILL DIE IN HONG KONG. I'VE SEEN IT IN A DREAM.
HI. MY NAME IS APRIL...
I HAVE DEVELOPED A WAY OF FIGHTING WITH NO FIXED POSITIONS. NO SET MOVEMENTS

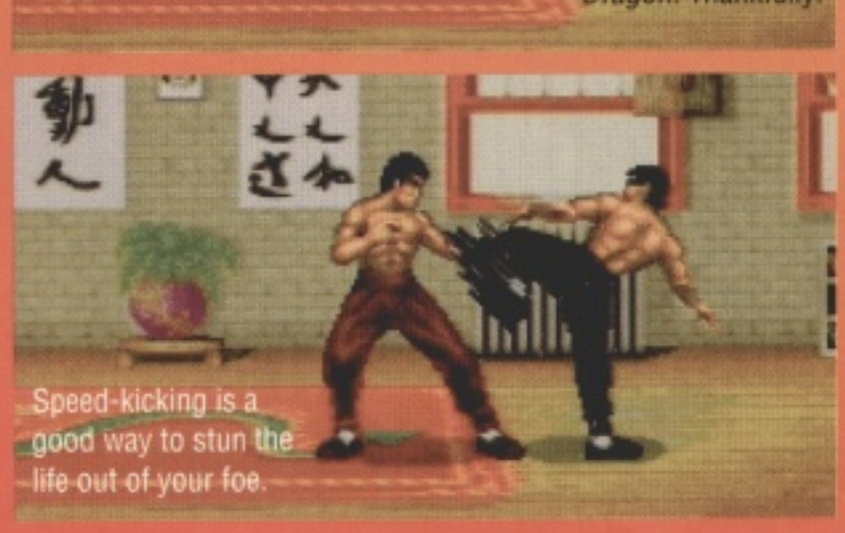
# DRAGON

## RETURN OF THE RAGE GAUGE

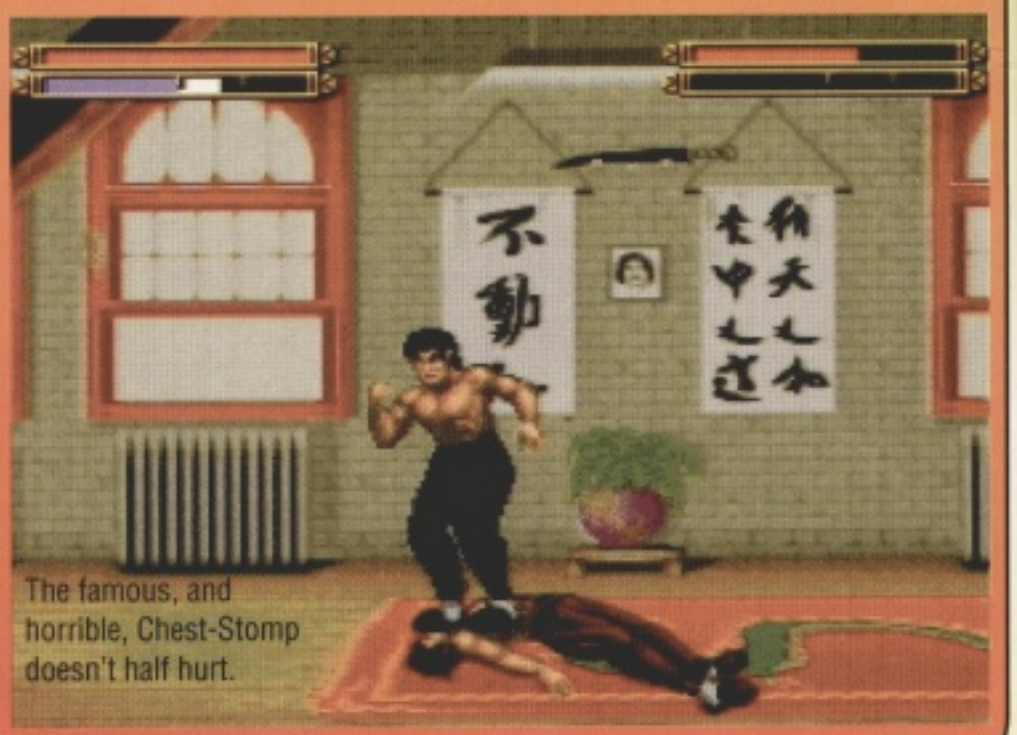
**Below the energy bar is a hit meter which builds up when you strike your opponent. Every hit against you brings it down again, but if you get it to the half-way marker, you double in speed. If you reach the end of the gauge you get nunchaku to spin around. These are deeply wounding to your foes, but the real bonus is the Hundred Hand Slap or Hundred Foot Kick you can carry out. Not only do these moves take vast amounts of energy from your enemy, but they also act as marvellous defenses. Just like Chunners or Eddie Honda, you can hold off the bad-guys indefinitely, by repeatedly hammering the Kick or Punch key.**

You get a decent sense of contact with *Dragon*. Thankfully.

Above left: Nunchaku come out to play. As does the speed punch (above right).



Speed-kicking is a good way to stun the life out of your foe.



The famous, and horrible, Chest-Stomp doesn't half hurt.

## EVERYBODY WAS KUNG FU FIGHTING

Fighting has been a popular source of inspiration for video game designers, ever since the first true one-on-one fighting game appeared in arcades in the early '80's. *Karate Champ* was, in many ways, the source of inspiration for *Street Fighter II*, with its best of three rounds approach and distinctly Ken and Ryu-like pyjama-clad fighters. Bonus rounds between fights made their first appearance too, in the form of rampaging bulls – which had to be taken out using a wide range of moves made possible by its unique two-joystick control system, previously seen in *Robotron 2084* and later, of course, in *Smash TV*.

Stylised opponents with unique moves of their own (*Karate Champ*'s were essentially clones of your fighter) arrived with Konami's *Yie Ar Kung Fu*. Foes shaped up in the form of an overweight bald bloke and – yes – the first fighting female, who in this case brandished deadly flying fans. Martial arts-based games exploded at the arcades with *Kung Fu Master* and *Shao Lins Road* – whilst not *one-on-one* beat-'em-ups – being other significant hits.

Computer gaming at home was peaking around that time and 8-bit gamers would not have to wait long for the splendid, though blatant, *Karate Champ* clone *The Way Of The Exploding Fist*, and the similar but flawed *International Karate*. These paved the way for a seemingly endless wave of titles, all keen to exploit gamers' new-found love of dishing out violent beatings against Oriental backdrops. Eventually, the scene cooled with Archer Maclean's *International Karate* update – *IK+* generating the only real interest on a

UK Release

**Game:** Dragon
**Publisher:** Virgin
**Developer:** In-house
**Price:** £TBA
**Release:** September
**Players:** 1 to 3 simultaneously
**Cart ROM:** 16 Mbit
**Adaptor:** Any

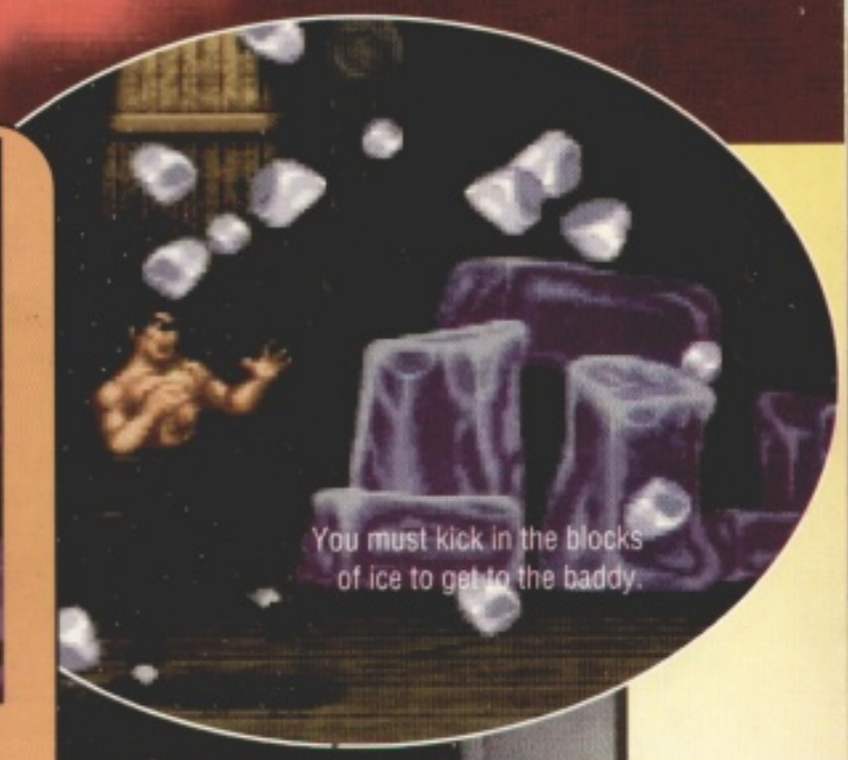
**Bruce Lee. The man, the legend, the cat-noises, is on the SNES. But will you be tempted to enter the dragon, or is it just a game of death?**

## NIGHTMARE ON BRUCE'S STREET

In the film, Bruce has a recurring nightmare in which a particularly hard seven-foot samurai knight character is after him. This geezer attacks him at varying points throughout the game, culminating in the final level, where you have to beat him and his magic Dhalsim-like disappearing trick.

He's quick and tough, of course, but the thing that makes him a real nightmare is the sword-type thing he carries. There's almost no way of getting past this, so you have to be defensive in the extreme, and pick your moment very carefully.

It's not fair! He's got a sword! Why can't I fight with a sword? Or an AK-47?



You must kick in the blocks of ice to get to the baddy.

All this is happening much faster than you'd think.

The girls are nasty foes. Block, block and punch.

In the film (and the game) you must beat him in 60 seconds.

home level, with its slick gameplay and unprecedented three combatants simultaneously on-screen.

Around the same time, arcade-goers celebrated Capcom's move in releasing their *Street Fighter* coin-op. Major waves were created due to its pressure-sensitive kick and punch controls. This meant that the harder players struck the pads, the harder the on-screen fighter would strike his opponent. That was the theory. The system proved unreliable in practice and came to be replaced by standard Weak, Medium and Hard buttons. A system, of course, which was to later gain worldwide recognition in the sequel *Street Fighter II*, which carried forward Ryu and kickboxer Sagat from the original game.

The *SFII* phenomenon forced a situation to unfold whereby everyone and their grandmother scrambled back onto the fighting bandwagon and created their retaliatory measures, usually in the form of blatant copies. Data East's *Fighter's History* and the typical Neo Geo fodder *World Heroes* and *Fatal Fury* (plus their own obligatory sequels), enjoyed popularity with gamers in need of a *Street Fighter II* substitute until the latest instalment arrived.

*Dragon* represents something of a departure from the norm. Being the first SNES beat-'em-up to be crafted in the UK, it uses play mechanics which are more reminiscent of the British-developed oldie *IK+*, rather than pulling directly from Japanese games. Press the joypad in the diagonally Down-Left position, for example, and instead of performing a low block, Bruce will defensively back-flip from his opponent. And is that three-player option a coincidence? Hmmm.

## BRUCE'S SPECIAL CHEST-STOMP

This one's unpleasant in the extreme. To perform it, wait until you've put your opponent onto the ground, and leap above him. When you're directly over his chest, hit the Fierce (High) Punch and watch as Bruce lets out one of those cat-like noises and pistons down right into his enemy's rib-cage.

Having landed on his lungs with a nasty cracking sound, Bruce then twists his feet and does more internal damage. It doesn't always kill the opponent, but it takes off a good inch of their energy bar.

In the film, the sailor uses a knife and Bruce has a chain-thing. But in the game, Bruce has nothing and the sailor has the chain. Bizarre.

## THE BASIC MOVES

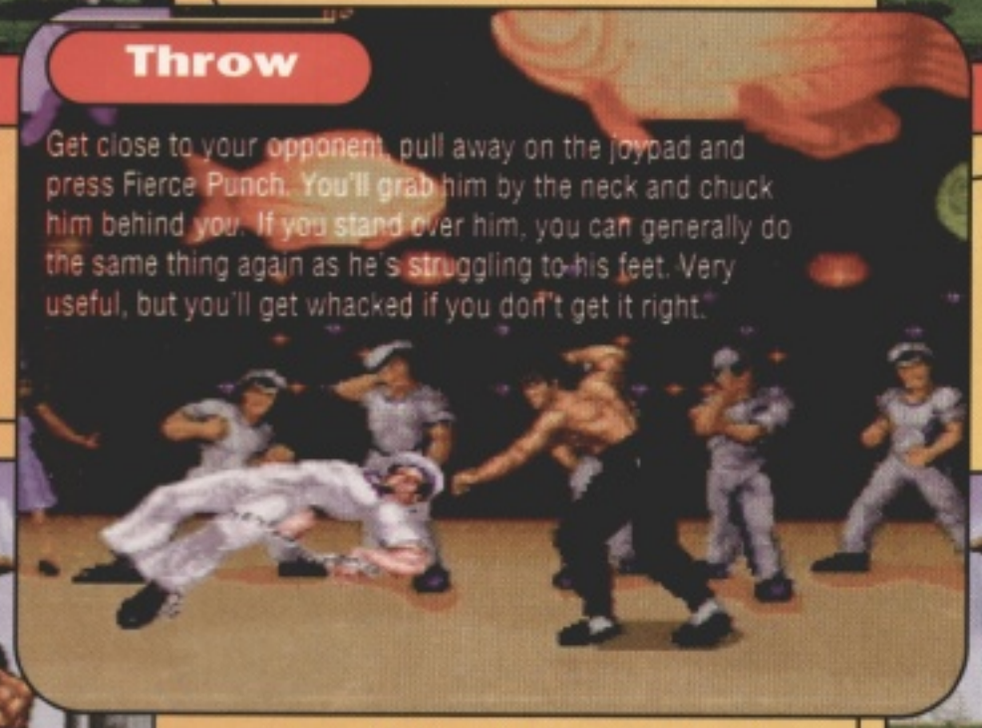
**Like all good fighting games, *Dragon* has a variety of simple moves which can be built into useful combos.**

### Normal Kick

Pull Down and hit the Low Kick button and you swing forwards and whack your opponent's knees. A useful move, this, especially as, by ducking down, you'll avoid any high attacks. Gets you out of trouble.

### Fierce Kick

Takes off loads of opponent's energy, and if they're close enough, you can often get two hits in as you spin round. But you're vulnerable as you prepare to do it, so if you see your foe gearing up for one you can get in there quickly and slap him. You're also weak for a fraction of a second after you've carried a Fierce Kick out.



### Throw

Get close to your opponent, pull away on the joypad and press Fierce Punch. You'll grab him by the neck and chuck him behind you. If you stand over him, you can generally do the same thing again as he's struggling to his feet. Very useful, but you'll get whacked if you don't get it right.

### Normal Punch

You can do a lot of these quickly, so if you get cornered you can come out fighting like a loony, with a flurry of blows. They're quite easy to block, though. And the Low Kick is a good way of counter-attacking the Low Punch.

### Fierce Punch

More powerful still, but, like the High Kick, the Fierce Punch takes time to start and finish. This is a good move to use when your opponent is stunned, and if you can get a rhythm of punches going, you'll soon smack him in.

## GOOD, BAD OR UGLY?

Well, for starters, *Dragon* follows the plot of the film pretty well considering it's a beat-'em-up. Nearly all of the fight locations are in here, looking very like they did in the movie. But while this is a Good Thing, *Dragon* still has to be a damn fine game to get any respect from us *Super Play* types.

For a start, there are generally two punches and two kicks, each being assigned a button on the pad. It's a bit like *SFII* because, depending on whether you're crouching, standing or leaping, these have varying degrees of effectiveness. It has its own feel, though, and isn't a copy of *SFII*. You soon learn that there are certain combos which you can do before the foe can react. These vary from person to person, but it's all in keeping with the idea of Bruce Lee's free-fighting Jeet Kune Do combat style.

In one-player mode, you simply take on harder characters in each location. In many of the arenas you have to fight two characters, which calls for a very defensive posture and a rapid response. This sounds fine and dandy, but actually it's bleeding difficult. In fact, the whole game is bleeding difficult. For a start, you can't get away with ferociously attacking your enemies; for some reason the game has been designed so that the characters perform best in short bursts of intense violence, followed by pauses when you (and, presumably the CPU-controlled characters) regroup and get your heads clear.

The characters you fight are nicely varied, but each seems to respond to a certain combat style. Once you've mastered the style for each character, you should have no problem. For example, the cleaver-wielding cooks in the alley can be beaten by crouching in the right-hand corner and repeatedly Low-Punching.

And in two-player mode, *Dragon*'s more tactical than any other fighting game we've seen, which adds a large amount of fun. Plus you can gang up with another player and beat up a third SNES-controlled character. Plus (and this is the biggie) you can play with three humans. This is a crazy slug-fest, with everybody slapping each other as hard as possible. It's great fun and completely mad, but the skill is still there; and if you keep your head, you'll win because you can get your opponents to fight each other to exhaustion before moving in for the kill.

Yes, *Dragon* is a lot of fun. It's sufficiently removed from any 'standard' beat-'em-up to be refreshing and, although it doesn't have a perfect feel, you can get on with it, learn a load of new techniques and enjoy it all, too.

The biggest criticism could well be it's biggest advantage; it's very tough. But judging by the number of people who can beat *Street Fighter II Turbo* on Level 7, this could be exactly what you want.

● James Leach

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 86% | 88% | 84% |
| GAMELIFE | OVERALL SCORE: | |
| 89% | | 88% |

**VERDICT: A different sort of fighting game, and tough enough to last. *Dragon* is certainly one to consider next time you get itchy fists.**

**Not lycra. Not polyester. Not even wool with a mixture of synthetic fibres. Just 100% pure cotton. But what the heck is it all about, for pity's sake?**

Japanese Release

**Game:** 100% Cotton
**Publisher:** Datam Polystar
**Developer:** Success
**Price:** Approx £50
**Release:** Out now
**Players:** 1
**Cart ROM:** 16 Mbit
**Adaptor:** NTSC only

# 100% COTTON

Does this bit look familiar? What's a 'Twincle Star' or a 'Barrior', though? Hmm.

## LEVELLING THE AREA

These are the first four levels and their bosses. Look! A juggling clown and a baseball bat-wielding snowman!

The knives come out on Level 3.

Level 4 sees Cotton dicing with Death, literally.

You collect these symbol things at 'tea time'. Bizarre.

## GOOD, BAD OR UGLY?

You play a fairy-befriending, wide-eyed, red-haired girl called Cotton. Who rides a broomstick. You have to fight snowmen wielding baseball bats and killer flowers with cute faces at the bottom of their stems. Got the picture? Yep, those high priests of weird – the Japanese – have completely indulged themselves to produce the strangest shoot-'em-up since *Pop'n Twinbee*. Not convinced? How about the bonus stages, then, which appear at the end of each level, with a Japanese girl announcing that it's 'TEA TIME'? Or the picture of Cotton tucked up in bed, crying, when you lose all of your lives? This isn't the work of sane people. But that's probably why we love its style so much.

It's closest relations are the *Gradius* series, *Parodius* in particular. In fact, the similarities are amazingly apparent, now I come to think of it. Right from the start, it steals from Konami by popping up a selection screen offering four types of weapon/multiple configurations. Even the fire/bomb controls have been lifted straight out of their classic series. But, then, if you're going to steal anyone's ideas, make it Konami's, I suppose.

The graphics, whilst being pretty terrific, can sometimes make the game trickier than it need be, because the backgrounds are often incredibly intricate, and picking out what's happening in the foreground can be a nightmare. Add that to the sheer volume of activity among enemy types and you have a pretty frantic shooter.

So everything's fine, then? Well no, not quite. Remember what we judged to be *Pop'n Twinbee*'s main (if not only) failing? Yes, it won't take you very long to finish *100% Cotton*, either. There're only seven shortish levels in here and you definitely won't get your money's worth if you play it on Easy or Normal. But keep an eye on importers' special offers; in around about six months time you may well be able to pick this up for £20-£25, and that's a much fairer price.

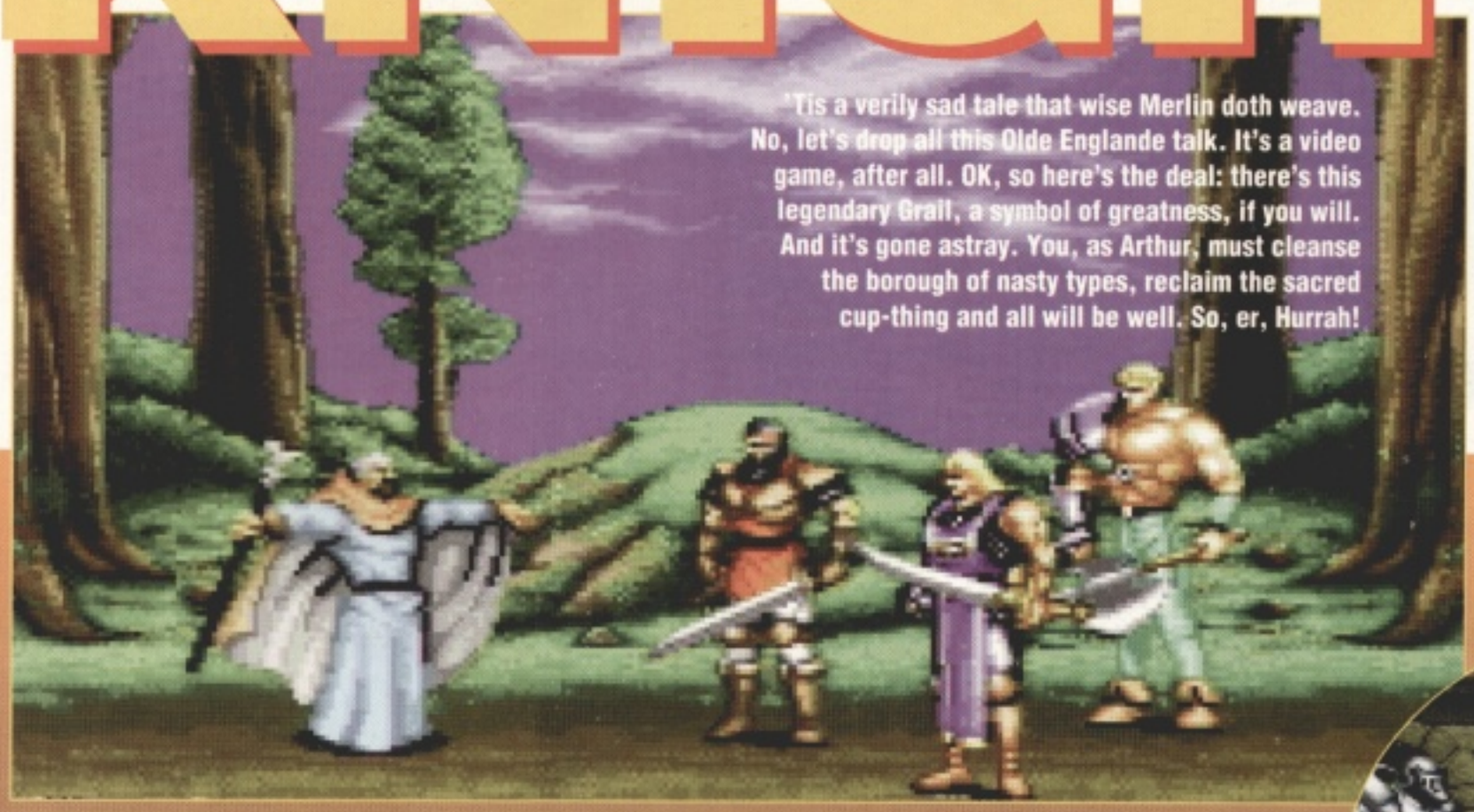
● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 85% | 75% | 82% |
| GAMELIFE | OVERALL SCORE: | |
| 60% | | 79% |

VERDICT: A great shoot-'em-up with a style you almost want to hug. Questionable longevity, though.

***Knights Of The Round*** **what exactly? Of drinks? Wheel? Pair of pantaloons? We don't know.**

# KNIGHTS



'Tis a verily sad tale that wise Merlin doth weave. No, let's drop all this Olde Englande talk. It's a video game, after all. OK, so here's the deal: there's this legendary Grail, a symbol of greatness, if you will. And it's gone astray. You, as Arthur, must cleanse the borough of nasty types, reclaim the sacred cup-thing and all will be well. So, er, Hurrah!

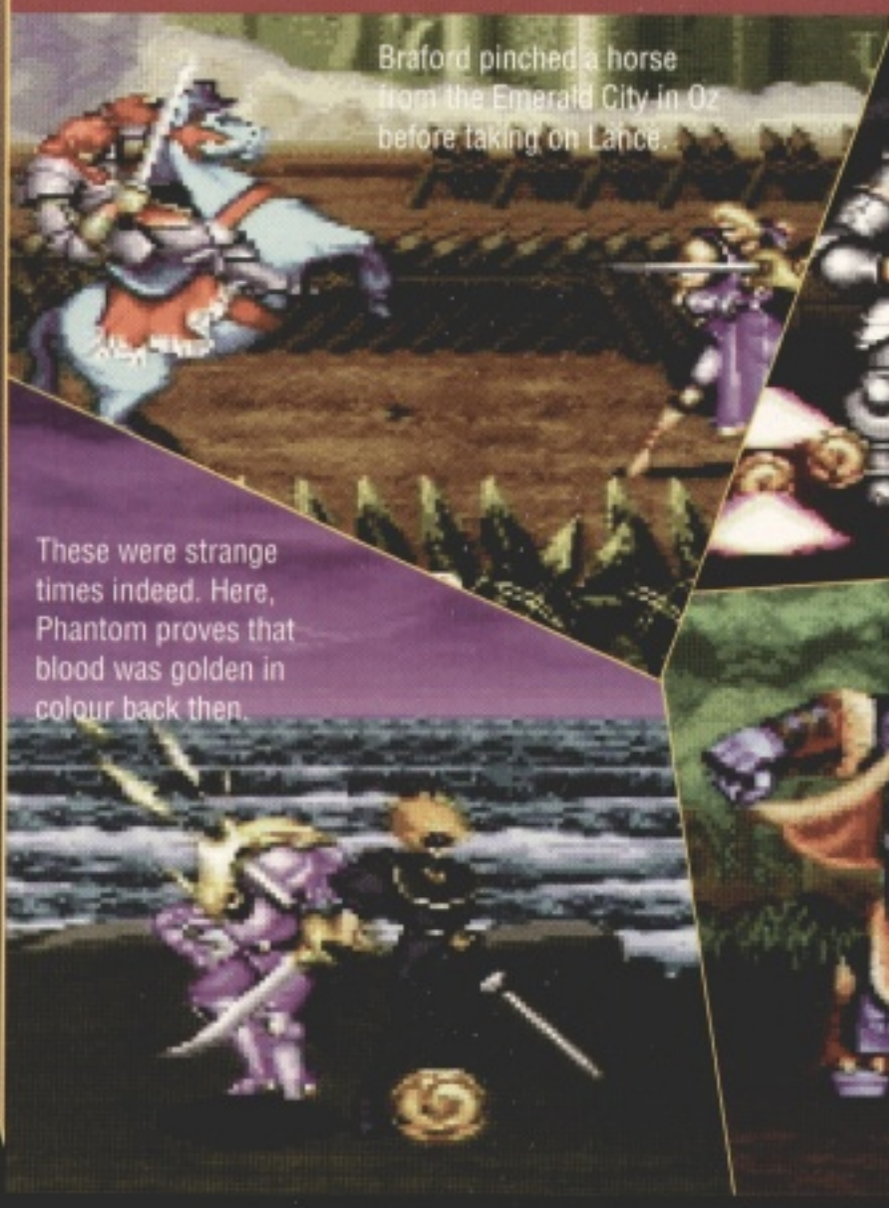
US Release

**Game:** Knights Of The Round
**Publisher:** Capcom
**Developer:** In-house
**Price:** £54.99
**Release:** Out now
**Players:** 1 or 2 simultaneously
**Cart ROM:** 16 Mbit
**Adaptor:** NTSC only
**Game supplied by:**
Zap Computers (0532) 590077

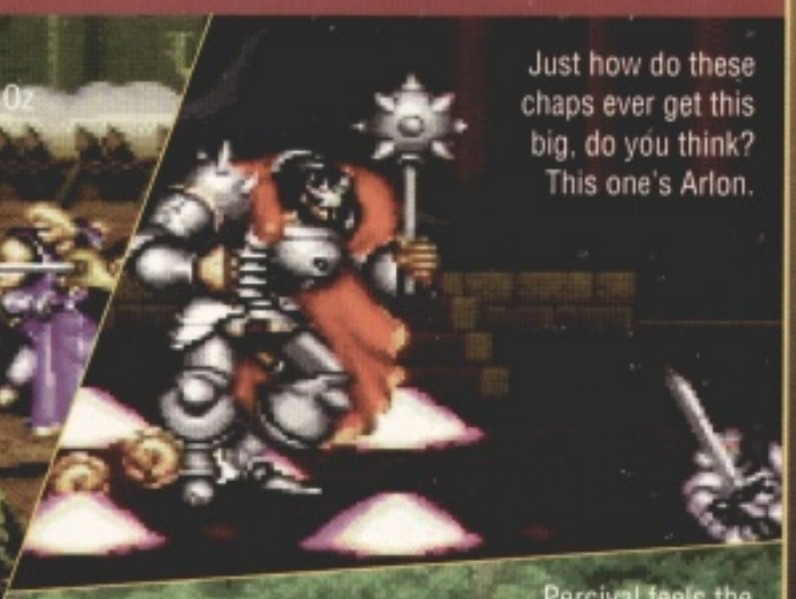
## LETHAL LEGIONS OF LEGEND

**You'll spend most of your time blapping lesser minions on your way to reach spectacular bad guys like these chaps. On horseback, or on foot, they have one thing in common: you'll lose plenty of lives trying to kill them. It's an occupational hazard with side-scrolling beat-'em-ups, it seems. Bah!**

This bit's good. Jump aboard and mow 'em down. Yahoo!



Braford pinched a horse from the Emerald City in Oz before taking on Lance.



Just how do these chaps ever get this big, do you think? This one's Arlon.



These were strange times indeed. Here, Phantom proves that blood was golden in colour back then.

Percival feels the full effect of Balbars' oversized steak tenderiser.

## GOOD, BAD OR UGLY?

Why do people still talk about Capcom in the same breath as Konami? Capcom have lost it, I think. Although, having said that, I'm forced to question if they really ever had 'it' anyway. Let's see if a list of their previous achievements helps to shed any light on the subject: *Aladdin*, *Final Fight*, *Mega Man X*, *Super Ghouls 'n' Ghosts*, *UN Squadron*. Now call me Mr Picky, but I think that all these games were overrated to varying degrees, mainly because the Capcom name was good enough to camouflage their shortcomings. Add to that list the games which weren't overrated, but were actually acknowledged as being substandard: *Final Fight 2*, *Goof Troop*, *King Of Dragons*, *Megaman Soccer* and *Magic Sword*.

Frankly, it's hard to see how Capcom's reputation ever escalated to the God-like proportions which it enjoys. Even its recent marketing strategy shows signs of a

A panoramic view of a typical day out in Arthurian England. Presumably, the tigers have escaped from a nearby zoo.

# OF THE ROUND

Arthur wearing his souped-up golden armour. What a boy.

## BROTHERS IN ARMOUR

**Arthur and Lancelot have obviously put their differences over Guinevere to one side for the purposes of this story. Here, they're fighting alongside each other – together with the not-as-famous, and frankly rather ugly, Percival.**

Right: Character analyses reveal the strengths of our bold knights. In practice, their performance doesn't differ that much.

Above: Why can't they put as much effort into the game as the graphics?

Left: Arthur dishes out a bit of, er, Arthurian justice – with a vicious pommel to the throat.

distinct lack of gumption. How, for example, could it choose to buy in *Wizardry V* and *Eye Of The Beholder* to market in the States, and pass its in-house developed – and rather splendid – *Breath Of Fire* to Square Soft? Let's face it, *Street Fighter II* is what's kept them up in the higher echelons of softwaredom. But how long will they be able to get away with selling what amount to upgrades? We know that the imminent *Super Street Fighter II* will be the standard version and not '*X*', so does that mean *another SFII* cart is planned for, say, Christmas? I wonder.

Anyway, in the meantime, Capcom is happy releasing stuff like this (*Ah, at last, the review – Ed*). So what's *King Of Dra..*, sorry *Knights Of The Round* actually like? Hey, you can understand my brief slip of the keyboard; I mean, look at the review of *King Of Dragons* from last month and compare it to the pics spread around these pages. Not much difference is there? They don't play much differently, either. It's almost as though Capcom had written the code for *KOD* and decided that, rather than throw it away, they could just regurgitate it and slap a new lick of paint on top.

In playing terms, *KOD* is the stronger title of the two, because of the extra couple of characters and the (rather inconsequential, I know) magic facility. And *KOD* holds more interest because of its fantasy scenario, rather than the comparatively sober historical(ish) realms of *KOTR*. Let's face it, lopping the heads off a mythical hydra is always going to be more fun than duffing up some tall geezer dressed in armour.

Exactly the same criticisms which were levelled at *KOD* are applicable to *Knights Of The Round*; it's derivative of many (often better) titles which have gone before it, and playing it is simply an utterly tedious experience. Admittedly, some of the enemies have been rendered with a hint of something special – the tigers which withdraw like frightened kittens when they get whacked are worthy examples. Oh, and you get to have a bit of a horse ride too, which is fine – if you can remain astride the horse for more than five seconds without some git kicking you off.

Two or three years ago this game *might* have been acceptable. We've seen more than our fill of this stuff since then, though, and the only thing it serves to prove today is that Capcom aren't nearly as hot as most people believe. *Knights Of The Round* is destined to join that worringly large list I was talking about earlier. What a shame.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 83% | 56% | 48% |
| GAMELIFE | OVERALL SCORE: | 51% |
| 31% | | |

**VERDICT:** You know the score by now; smashing looks backed up with all the gameplay and lasting appeal of a broken yo-yo. Boo.

## IT DOESN'T MAKE SENSE

**MARIKO**

This is Mariko, who's a cheerleader. She might look a bit soft, but in fact she boasts a high-penetration baton-twirling capability, with a potential for long-range strikes through a variation on the fireball theme.

**UKYOU**

Ukyou's frontline offensive weapon seems to be a spade. Or, rather, a variety of spades – small ones she can throw around, and a big one she can strike you over the head with. She used to be engaged to Ranma.

**RANMA**

This is Ranma, in his male incarnation. (As you'll recall, Ranma turns into a girl every time he gets wet, which can be a bit awkward.) He's a punching-and-kicking-type character, with the inevitable fireball facility.

**RANMA (again)**

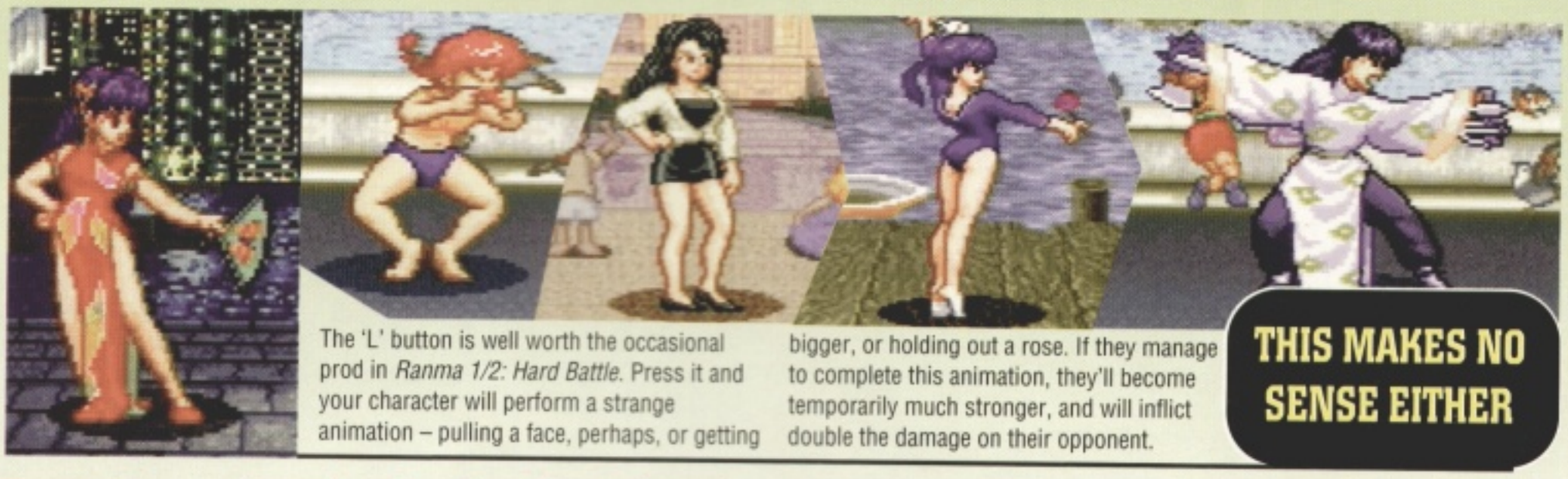
And this is Ranma as a girl – a bit smaller and not quite so fearsome. (Although she can jump pretty high.) Her bikini comes in handy on levels like the desert one, but isn't so practical in, say, the Antarctic.

**MOUSE**

Here's Mouse, who fancies Shampoo (natch), but Shampoo is besotted with Ranma. Mouse has got a few tricks quite literally up his sleeve, in the form of sharpened cutlery which shoots out and cuts you up.

**KODACHI**

Kodachi is Kunou's sister and she's absolutely great, with three forms of attack: **a)** some rattles, **b)** a whip, and **c)** a huge mallet which she suddenly pulls out from nowhere.



The 'L' button is well worth the occasional prod in *Ranma 1/2: Hard Battle*. Press it and your character will perform a strange animation – pulling a face, perhaps, or getting bigger, or holding out a rose. If they manage to complete this animation, they'll become temporarily much stronger, and will inflict double the damage on their opponent.

**THIS MAKES NO SENSE EITHER**

# RANMA 1/2

**Although this one's great, don't be surprised if your character suddenly turns into a girl. Or a kitten.**

Japanese Release

**Game:** Ranma 1/2: Hard Battle
**Publisher:** Rumic Soft
**Developer:** In-house
**Price:** Approx £60
**Release:** Out now
**Players:** 1 or 2 simultaneously
**Cart ROM:** 20 Mbit
**Adaptor:** Any

**RYOUGA**

Most of the characters in *Ranma 1/2* change into things, and Ryouga is no exception, suddenly turning into a pig at the most embarrassing moments. He's much the same as Ranma, move-wise, though.

**HINAKO**

Hinako is something of a mystery character, with her short black skirt and seeming dearth of any decent moves. She will, however, get quite a bit taller if you press 'L', which livens things up somewhat. But not much.

**KUNOU**

There's no hiding the fact that Kunou's weapon is a long pole. He wields it in a variety of ways, however, all of which cause substantial damage. He can also rustle up a sort of crescent-moon-shaped fireball affair.

**AKANE**

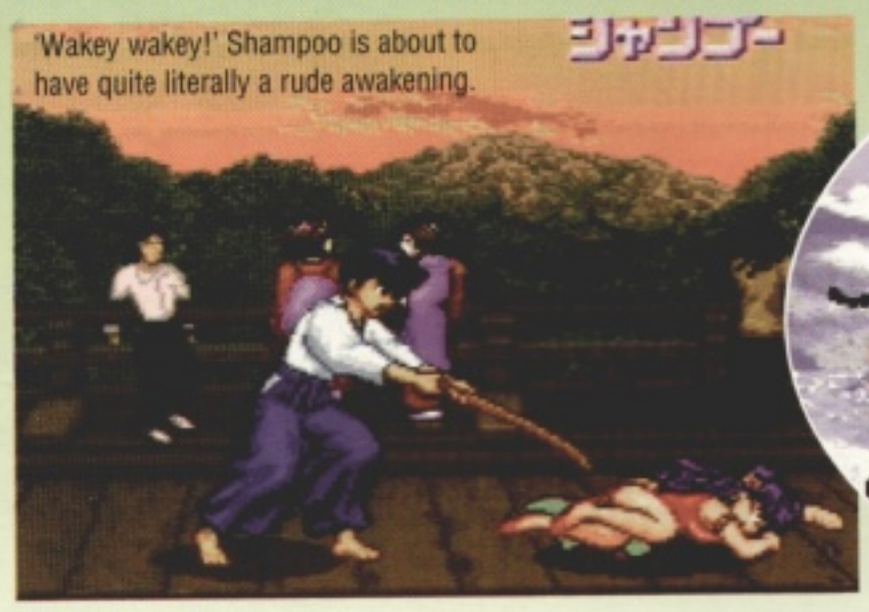
This one is Akane. She's supposed to be engaged (in an arranged marriage) to Ranma, but he doesn't like her very much. If you look at her you can see why. She doesn't like him either, though. So they are always fighting.

**SHAMPOO**

Shampoo's got a lovely red dress with an attractive screen print on it. She also carries around some chopsticks with grace and poise. Although she occasionally changes into a pink cat, it's possible to forgive her for this.

**GENMA**

Genma, as you'll know, is Ranma's dad. He might look really lovable and cuddly (*Aaaah – Lisa*), but is in fact a mean mutha (or, in fact, fatha) of a fighting animal, inflicting enormous damage thanks to his great bulk.




'Wakey wakey!' Shampoo is about to have quite literally a rude awakening.

Brr. We get goosepimples just looking at this pic. Although we're quite hard really.

If they carry on like this, someone'll get hurt. And then they'll be sorry.

# 2: HARD BATTLE

## GOOD, BAD OR UGLY?

You've probably already guessed what *Ranma 1/2: Hard Battle* is like. And you'd be absolutely right. (As long as you guessed it's another of those beat-'em-up spin-offs from a weird Japanese cartoon that, while not exactly terrible, looks much nicer that it really is, especially compared to a proper beat-'em-up like *SFII*. And you didn't, for example, mistakenly think it might be some sort of pirates game, where you sail the High Seas collecting treasure and having sword-fights. Or an incredible 3D shoot-'em-up utilising the Super FX chip.)

But the first two *Ranma 1/2* games were a cut above your average manga beat-'em-up, and the third continues the tradition, being slightly better still. In fact, I was surprised at just how not-too-bad it really is, especially as I'd normally rather eat my own socks than play a beat-'em-up. (Although, of course, I'm really great at them when I need to be. Like now, for instance.)

The most impressive thing about *Hard Battle* is the effectiveness with which it captures the spirit of the cartoon. The graphics are utterly faultless – impeccably drawn and animated, and getting across the characters they're trying to portray absolutely perfectly. They're all so cute, in fact, that it's tempting just to leave the game on two-player mode with no controllers plugged in so that no-one gets hurt. And the backgrounds are smashing, too.

Sound-wise it's the usual Japanese beat-'em-up fare. A couple of crunches and oofs per character, plus the occasional unintelligible high-pitched babble when they do something really important. But no real problems here.

In terms of moves, this makes the grade as well. Everyone's got a least a couple of special moves – mostly tried-and-tested ones like lightly-disguised fireballs – and pretty soon you'll have found a couple of favourite characters and familiarised yourself thoroughly with their capabilities.

Ultimately, though, and probably inevitably, *Hard Battle* lacks the depth of a pure, thoroughbred, born-to-kick-ass beat-'em-up like *SFII*. For example, unless I'm horribly mistaken, there aren't any combos to speak of. And the computer-controlled opponents don't really fight back properly, just doing moves at random, even on the Hard level. Play it in two-player mode and, although it's excellent fun, you somehow know you're not going to feel the urge to suddenly challenge your chum to a game of *Ranma 1/2: Hard Battle* in three months' time.

But still. *Ranma 1/2* is a brilliant series, and this is the best game to be spun off from it yet. Close followers of our sex-changing pal and his bamboo-scoffing parent can buy it without fear.

● Jonathan Davies

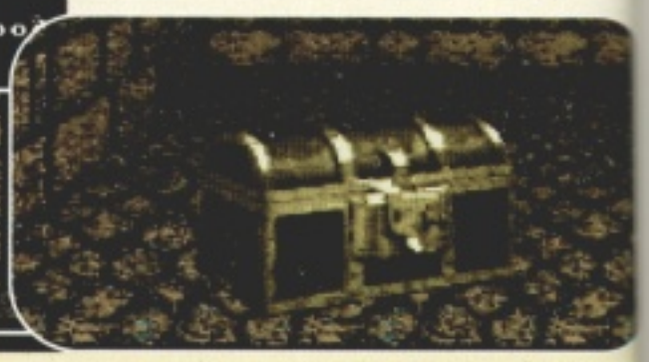
| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 92% | 76% | 82% |
| GAMELIFE | OVERALL SCORE: | 79% |
| 75% | | |

**VERDICT: The best *Ranma 1/2* game to date, with gorgeous graphics supplementing a good, solid (if not quite top-notch) beat-'em-up. Very weird and Japanese, though, obviously.**

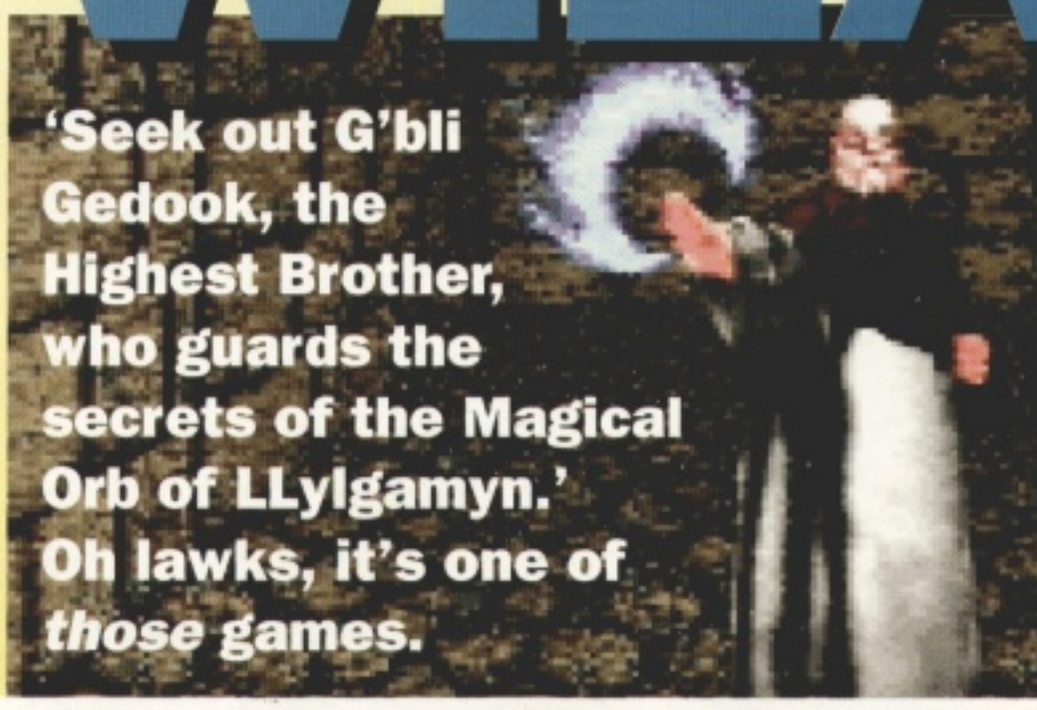
US Release

**Game:** Wizardry V
**Publisher:** Capcom
**Developer:** Game Studio Inc
**Price:** £54.99
**Release:** Out now
**Players:** 1
**Cart ROM:** 8 Mbit
**Adaptor:** NTSC only
**Game supplied by:**
Zap Computers (0532) 590077

Left. The only real character I met in the entire first level was that idiot on the left. And he was dull. Below: A thief can open that...



# WIZARDRY V



**'Seek out G'bli Gedook, the Highest Brother, who guards the secrets of the Magical Orb of LLylgamyn.' Oh lawks, it's one of *those* games.**

**If you've never seen a first-person, western-style RPG then here's the drill. You create a party of adventurers – warriors, wizards, elven thieves etc – and move them around a dungeon by choosing options (search, fight, shoot arrow, rest) from a menu.**

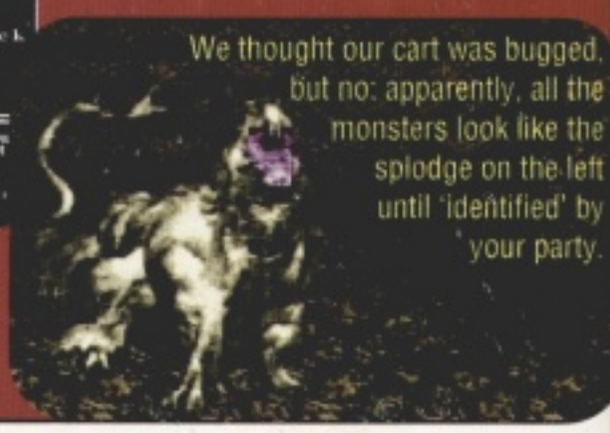
## HALL OF SHAME

**You can believe your eyes, the graphics really are this appalling. Just what is Capcom playing at?**

You'd better get used to this. You'll be seeing an awful lot of it.

Below: And this is the same area, but with the line-drawing option selected. I don't think you'll be seeing these graphics in *Edge*.

Above: Of course, most of the time you don't get any graphics at all. Just these windows of text.



We thought our cart was bugged, but no: apparently, all the monsters look like the splodge on the left until 'identified' by your party.

## GOOD, BAD OR UGLY?

Why do we review appalling games? Because we want to warn you against spending your money on hopeless duffers, that's why. *Wizardry V* is one, so I'll get straight on with a list of the heinous acts it has committed against the SNES-owning community.

Crime: Plagiarism. *Wizardry* copies the *Advanced Dungeons And Dragons* rule book in an uncomfortably close way, right down to Armour Class defence, alignment, mixed character classes and silly names. This is perhaps the most insipidly unoriginal fantasy game I've ever seen on the SNES.

Crime: Uninvolving gameplay. A couple of slight puzzles do little to hide the fact that this is a slow dungeon crawl and little else. We call it 'power-gaming' in RPG circles – kill the monsters and steal their cash so you can build up your character's ability to kill bigger monsters and grab more loot ad infinitum. There's no real plot and no incentive other than improving your stats and your weapons.

Crime: Criminal negligence of the player's needs. 'Use graph paper to chart your progress in the maze', said the manual. 'WHAT?' I replied, in my best Victor Meldrew voice, 'I don't believe it! Can't I call up a map screen to show where I've explored?' Later on I discovered that there was in fact a built-in auto-mapping feature – BUT you need a Mage with the right spell and sufficient magic power remaining to get just a brief glimpse of it. So I sat there with my clip-board, my graph paper, my pens, pencils and my list of spells with silly names (the game itself won't tell you what they do), half-expecting to roll some polyhedral dice too. To top it all, the joypad controls were so unfriendly that I was still making errors after several hours of continuous play.

Crime: Thoughtless conversion. This game is older than the Mystical Quex of P'Ning, and its sudden release for the SNES is plain laziness. Worse, the developers have hinted at their pride in translating the original game without any significant changes: I find this odd, as after just two minutes I could think of a dozen improvements begging to be made.

*Mana*, *Lufia* and *The 7th Saga* have soared into the American charts, giving a clear message that the games-buying public wants more RPGs. The software houses, in typically obtuse fashion, have tried to fob us off with an elderly PC-derived dungeon-bash that cost them tuppence to buy and convert. I'm getting sick of this, and I hope it shows.

● Zy Nicholson

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 10% | 75% | 35% |
| GAMELIFE | OVERALL SCORE: | |
| 48% | | 39% |

**VERDICT:** Slow, tedious, pointless and completely inexcusable in the '90s. I hope we never see anything like this ever again.

# PAC-ATTACK

**He's broken free from his maze-based constraints and sailed onto the SNES in a puzzle game. Pacman was arguably the first identifiable video game hero; he was also the first to get his own cartoon series.**

**UK Release**

**Game:** Pac-Attack
**Publisher:** Nintendo
**Developer:** Namco
**Price:** £39.95
**Release:** TBA
**Players:** 1 or 2 simultaneously
**Cart ROM:** 4 Mbit
**Adaptor:** PAL only

## GO ON, SHOW ME THEN

There you go; a step-by-step guide to how this thing called *Pac-Attack* works.

## GOOD, BAD OR UGLY?

Remember *Cosmo Gang: The Puzzle* from way back in issue 7? Well, this is the Western version, with the odd little bug-eyed chaps removed and new odd little bug-eyed chaps, ie Pacman and co, popped in to replace them.

And, apart from a slight decrease in speed, the gameplay has remained largely unchanged; so this is still one of the most tricky SNES puzzle games to get to grips with. The new characters make what's going on a great deal clearer than the cluttered *Cosmo Gang*, and consequently it's much easier to play. But it's still not as intuitive as *Tetris* or *Puyo Puyo* and play at later levels relies too much on luck – due to the game's speed – rather than skill for my liking.

As our ex-editor Matt Bielby judged in his appraisal of *Cosmo Gang*, the best bit is the puzzle section. It offers 100, often brilliantly designed, levels of set-piece block and ghost arrangements; with a restricted number of Pacmen with which to clear them up. The difficulty level jumps around all over the place, though; you'll sail through five or so levels at your first attempt, for example, then become completely stuck on the next, needing at least 10 attempts (or extreme good fortune) to crack it. And I suspect that after finishing all of the levels (using the passwords), you'll feel particularly compelled to play them through again. The head-to-head option adds spice to the package, but not so much that it could possibly replace *Puyo Puyo* as most-played two-player game in the office at the moment (*Still! – Ed*).

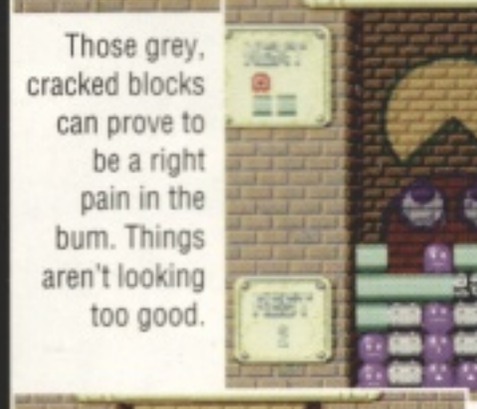
It all hangs together with the professionalism and polish you would expect from Namco; with smatterings of amusing animation, great little tunes and the famous Pacman wakka-wakka effects. But the important bit in the middle isn't nearly as well-formed or satisfying to play as the aforementioned pinnacles of the genre.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 65% | 74% | 76% |
| **GAMELIFE** | **OVERALL SCORE:** | |
| 60% | | 69% |

**VERDICT:** Not a bad effort really, but it suffers from the simple fact that the competition is so much better. Get *Super Puyo Puyo* instead.

Oooh, this takes me back to those wasted lunch hours of my youth. Look, it's even got the same eyes effect!



Those grey, cracked blocks can prove to be a right pain in the bum. Things aren't looking too good.

And these mah-jong-like blocks are worse still. They can't be moved at all. Grr.

**Who'd have thought that the small, rotund yellow fellow would make a comeback? And in a flippin' puzzle game, too.**

The two characters in the game are Rascal, a cute raccoon, and Sterling, who looks like Oliver Twist.

The team option is incredibly frantic.

Go on Rascal, arrange those jars, you scamp!

Japanese Release

**Game:** Raccoon Rascal
**Publisher:** NCS Masiya
**Price:** Approx £50
**Cart ROM:** 8 Mbit

There's even a head-to-head scrolling obstacle course included in the game.

# RACCOON RASCAL

## GOOD, BAD OR UGLY?

You thought the characters in *Super Puyo Puyo* were the last word in cute? Think again. Check out that little raccoon fellow, isn't he amazing? And you ought to see him moving – he'll reduce even the stoniest of hearts to a mushy mess.

His game incorporates a novel twist on a hackneyed theme – forsaking the traditional direct control of pieces and instead plopping in characters which you take control of, in order to pick up and manipulate the game elements – in this case jars. It's a novel twist and one I approve of; but be warned, it does take some getting used to after all those years of *Tetris* and its offspring.

The cute shell hides a rock-hard interior. The learning curve is set perfectly, but when the going gets tough, it's tough with a capital T. I've probably played this as much as any other game this month and I am still only half-way through the levels. Extensive play reveals *Puyo Puyo*-like tactics which allow for many chain reactions; and the two-player head-to-head mode (working either with or against each other) is the icing on an already appetising cake.

I doubt that many copies of this will make it over here, but if you see one and fancy something quite definitely puzzley, but distinctly different to the rest, then buy it.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 80% | 68% | 81% |
| GAMELIFE | OVERALL SCORE: | 79% |
| 79% | | |

Japanese Release

**Game:** Space Invaders
**Publisher:** Taito
**Price:** Approx £40
**Cart ROM:** 4 Mbit

# SPACE INVADERS

The version most people will be familiar with is up at the top. And below is the two-player mode. Oh dear, both players have been 'invaded'.

Can you actually remember in which year the original game appeared in the arcades? Three points and a slap on the back if you said 1978.

## GOOD, BAD OR UGLY?

What is the world coming to? First a game with Pacman in it, and now this. It's not really the grandfather of video games, truthfully speaking, but it holds the honour of being the all-encompassing generic term which most 40+ adults apply to *any* video game; even, amusingly, the likes of *Ridge Racer*. Bless 'em.

The attention to detail in here is astonishing. All of the original versions appear in their entirety, even down to the sloppily-put-together black-and-white one with overlaid translucent coloured strips! It really is the most complete version you could possibly imagine.

You would expect something thrown in as a bonus, though, and Taito have obliged by including a two-player head-to-head option. Unfortunately, it's a bit of a token gesture, proving only mildly entertaining, with most games lasting no longer than a minute or two.

The interest this holds as a potential purchase is questionable. The reception *Space Invaders* has had in the *Super Play* office has been a mixture of dewy-eyed 'Cor, look, it's exactly like the real thing!' and 'Why the hell did they bother doing this?'. Personally, I can see it being a hit in Japan, bearing in mind it's selling for only Y4,980 (approx £26), and the Japanese people's notorious love of all things out of the ordinary. Over here, though, I can't see anyone but the most nostalgia-hungry fanatics buying it.

● Tony Mott

| GRAPHICS | SOUND |
|---|---|
| 19% | 7% |
| GAMEPLAY | GAMELIFE |
| 39% | 28% |
| OVERALL SCORE: | 40% |

# Can You ConTROLL the Mayhem?

**90% – TOTAL MAGAZINE**
"Plays like an absolute dream"

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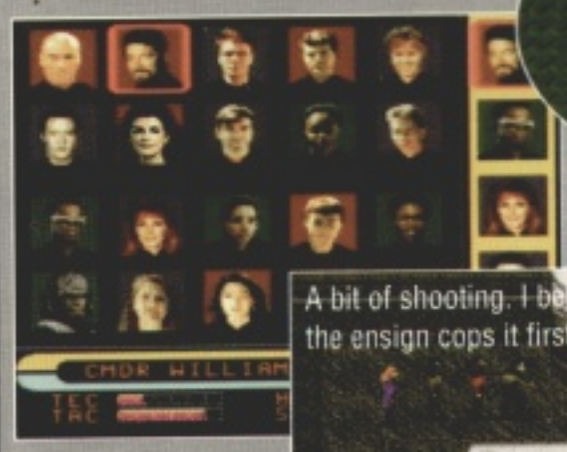
US Release

**Game:** Star Trek: The Next Generation 'Future's Past'
**Publisher:** Spectrum Holobyte
**Developer:** In-house
**Price:** £54.99
**Release:** Out now
**Players:** 1
**Cart ROM:** 16 Mbit
**Adaptor:** NTSC only
**Game supplied by:**
Zap Computers (0532) 590077

# STAR TREK
## THE NEXT GENERATION 'FUTURE'S PAST'

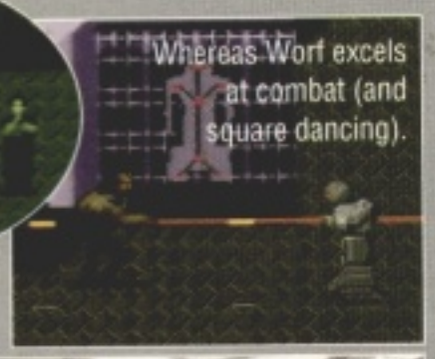
### FOUR TO BEAM DOWN

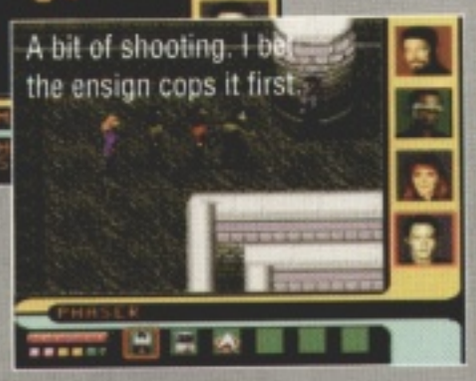
**The action starts when you transport to a ship or a planet. Choose your Away Team according to their skills and special abilities.**



Having beamed down, you can move around in RPG-party fashion.

Geordi can see in the dark. Sort of.



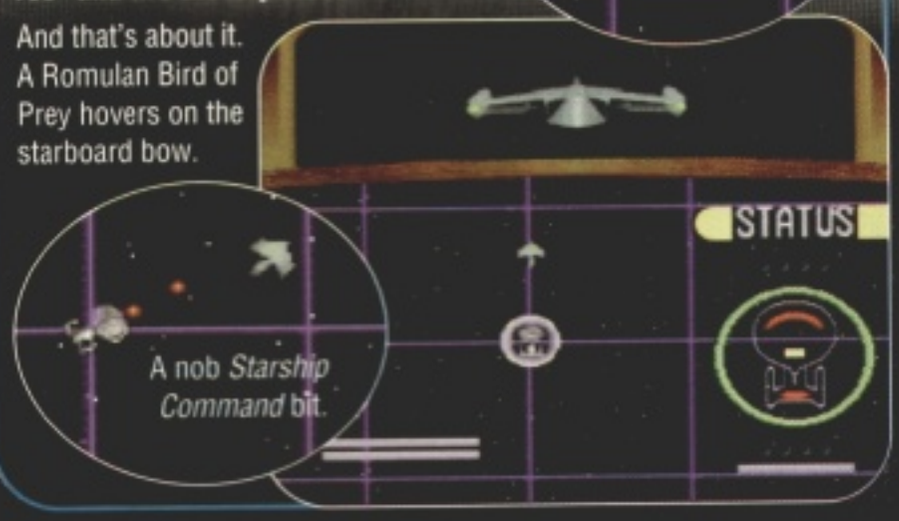



The digitised piccies spice up some dull graphics.
MEDICAL LOG:
LT. CMDR GEORDI LA FORGE WAS SEVERELY INJURED DURING THE AWAY TEAM MISSION.
STATUS:
PATIENT RECOVERED AND RESTORED TO ACTIVE DUTY ROSTER

### ENGAGE!

**Ship-to-ship combat is a primitive affair, having little to do with the show. Fire forward photon torpedoes, turn the ship around 180° and fire aft torpedoes.**

And that's about it. A Romulan Bird of Prey hovers on the starboard bow.




### GOOD, BAD OR UGLY?

You don't have to be a dedicated Trekkie – the sort of fan who wears plastic ears and a Federation uniform to conventions, in the hope of picking up George Takei's autograph – to think that *The Next Generation* is a damn fine programme. It is, and that's why I feel you'll all be disappointed by *'Future's Past'*.

Although there are certain elements which suggest the involvement of heavyweight *TNG* fans – and you need look no further than the reams of pointlessly detailed information on the Ship's Computer – the game actually fails to capture the spirit of the TV show. *Next Generation* is heavy on dialogue, diplomacy and the friction between radically different alien cultures. It would make a fabulous RPG.

*Future's Past*, on the other hand, majors on space battles and phaser shoot-outs. This wouldn't have been quite so bad if it had resulted in a good action adventure game, but I'm afraid it doesn't. What you actually get is a collection of sub-games that run something like this:

1) Receive order from Starfleet to help out with crisis on planet X.
2) Set navigational controls and then engage the warp drive.
3) Space battle! Shoot to disable enemy ships, make repairs.
4) Beam down to planet's surface. Engage in much walking about to solve a couple of logic puzzles or maze games.
5) Return to ship and repeat from point (1). This may boast hundreds of planets and a huge list of missions, but the structure is rigidly linear. If you try to warp anywhere other than the mission objective then the game will send wave after wave of Romulan attackers to curtail your explorations.

It's also frustrating when your expectations from knowing the series are frustrated by the game's poor design. When Data is rescuing miners from a collapsed shaft, you'd expect a tricorder to give you at least a vague sensor reading of the number and direction of life-forms left to discover – but no, you just have to grit your teeth and slope around for hours (and I mean hours) in the most tediously yawnsome maze section since *Young Merlin*. The Computer describes the infamous Picard Manoeuvre, but can you perform it in this game? No, because the combat system is just too basic and weedy. Worst of all, when you actually complete these sections there's a real danger that you'll have to do them all over again several times. Believe it or not, the only way to get hold of a password is to deliberately disobey Starfleet orders and ignore your urgent mission until you've visited a Starbase.

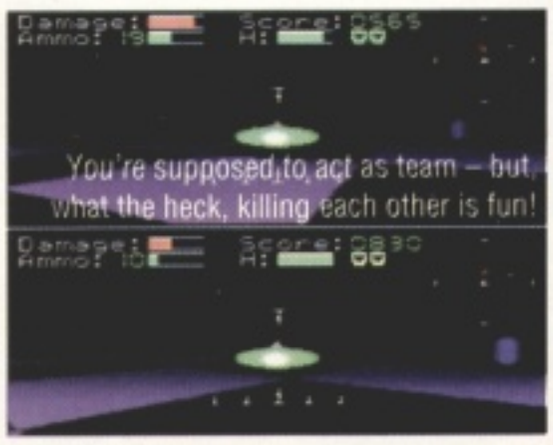
I could go on – jazzy BGM? No phaser settings? – but I won't. Don't buy it.

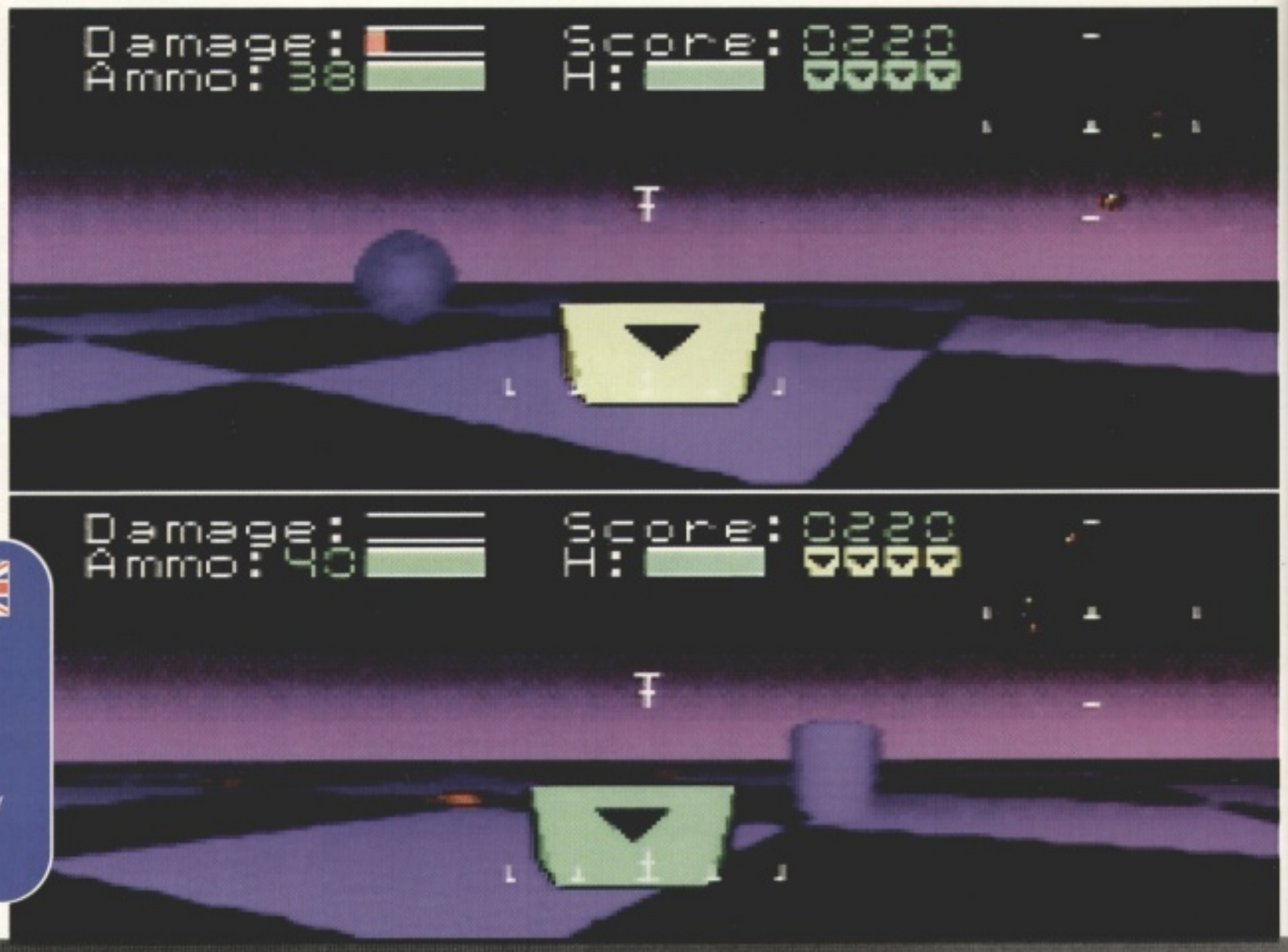
● Zy Nicholson

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 68% | 50% | 30% |
| GAMELIFE | OVERALL SCORE: | |
| 50% | | 39% |

**VERDICT:** A compilation of very poor sub-games adhering only loosely to the *Next Gen* theme. It's a cosmic disaster that will disappoint gamers and Trekkies alike.

Player 1 looked at player 2. Player 2 looked at player 1. Both shot each other and promptly died. The futility of war, eh?



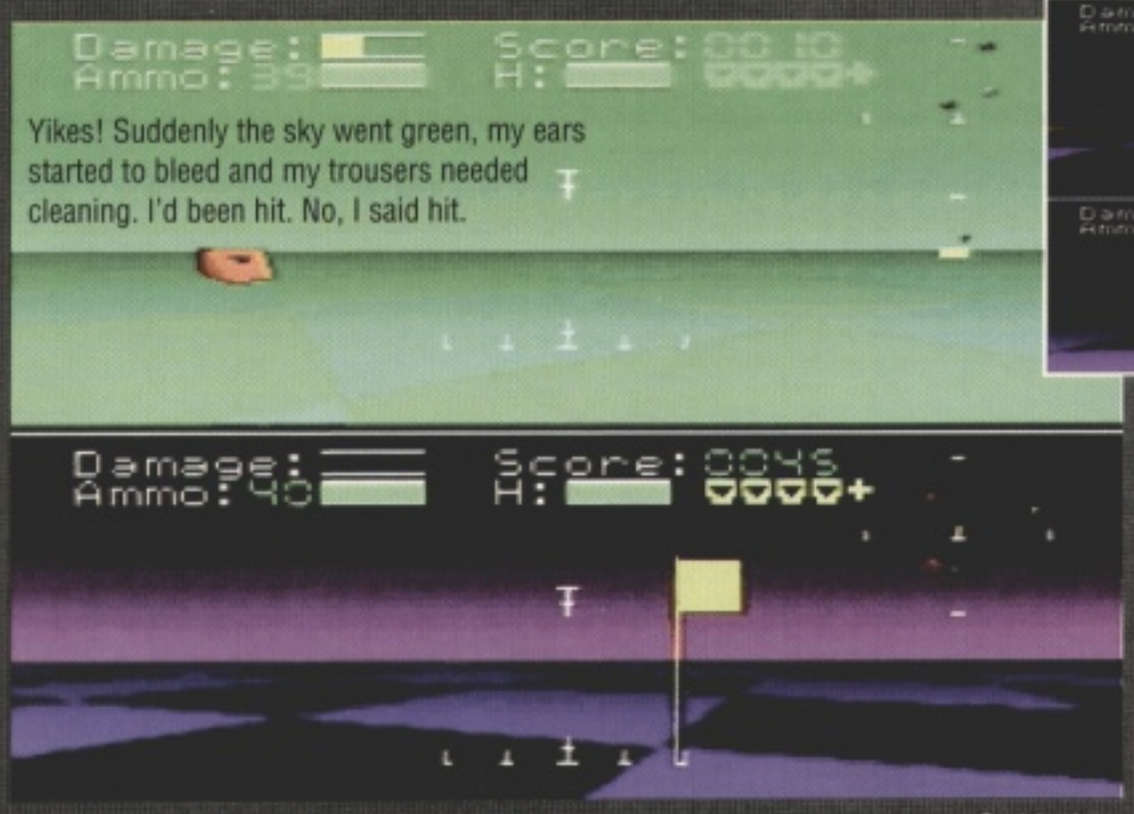




UK Release

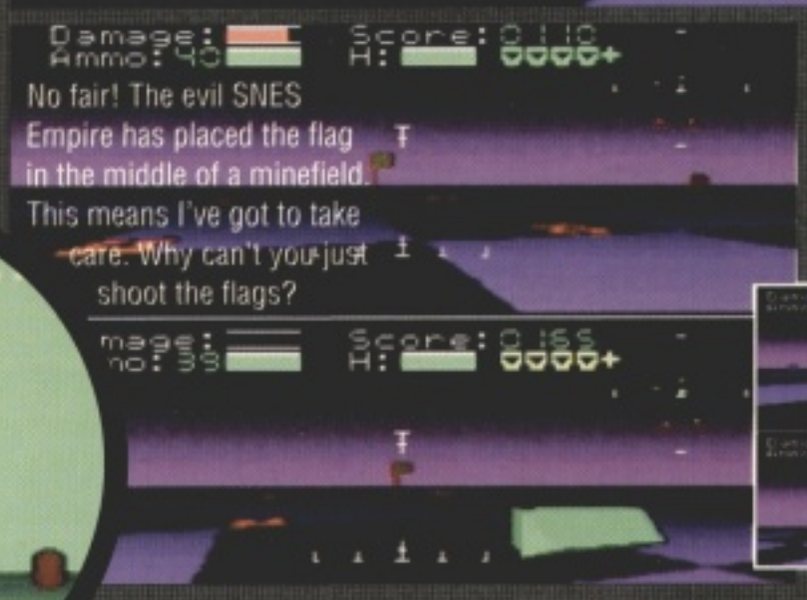
**Game:** Spectre
**Publisher:** GameTek
**Developer:** In-house
**Price:** £44.99
**Release:** June
**Players:** 1 or 2 simultaneously
**Cart ROM:** 8 Mbit
**Adaptor:** PAL only

# SPECTRE

**From the start of time, tanks have played a vital part in the lives of us all. In an indirect sort of way. Anyhow, here's *Spectre*.**


Damage:
Ammo: 39
Score: 00 10
H:
Yikes! Suddenly the sky went green, my ears started to bleed and my trousers needed cleaning. I'd been hit. No, I said hit.
Damage:
Ammo: 40
Score: 0045
H:

Player 2 goes for one of the four flags needed to clear the level. Player 1 (top) gets stuck into the far more entertaining killing bit.


Damage:
Ammo: 40
Score: 0110
H:
No fair! The evil SNES Empire has placed the flag in the middle of a minefield. This means I've got to take care. Why can't you just shoot the flags?

Suddenly, a whirlwind hit Kansas and Dorothy was swept away to the other side of the battlefield.

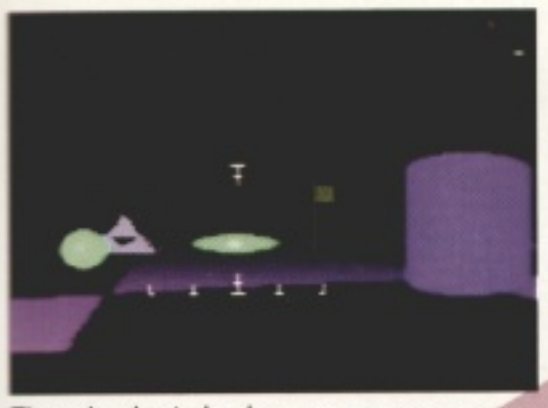
Each hit is announced by a green out. Red outs are caused by too much blood and black outs by too little, but getting shot makes you sneeze on your visor. Er...

## GOOD, BAD OR UGLY?

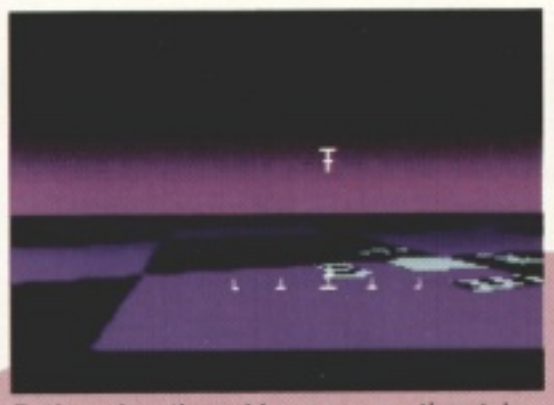
Let's be honest, this game looks crap. Everything's dark, the landscape's a chequer-board, the obstacles are minimalistic cubes and the enemy tanks are a Michael Ryan variant on the *Blue Peter* egg-box theme. So just why am I going to give it 90%? Well, it's kind of embarrassing.

Now I know that this may sound a little old-fashioned, but *Spectre* boasts gameplay. Ever since the *Mortal Kombat* crew – with their flashy graphics and scant regard for fun – grabbed the headlines, getting all worked up over a 'dull looker' seems so dreadfully un-hip (as you young people say). But I am, so there.

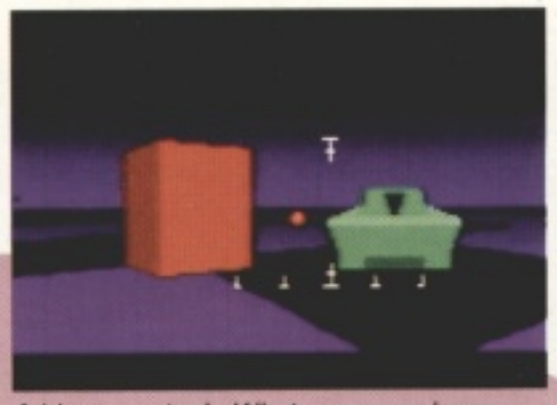
As soon as you take the controls, *Spectre* starts to draw you into a dark, cyber-space world. Skipping past the options (as you do) the screen fades to reveal a chess-board world that's viewed



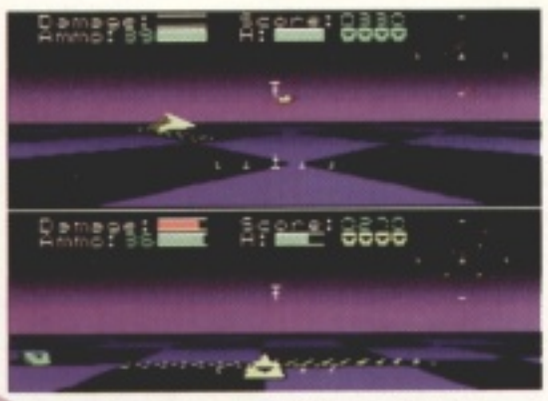
The reload rate is slow, so use your shields wisely to fend off the attentions of the nasty tanks.



Rather nice, these blue squares, they take you to higher levels – where even more, even harder, people shoot at you.



A big green tank. What more can I say about it. It's a big green tank, nothing more, nothing less.

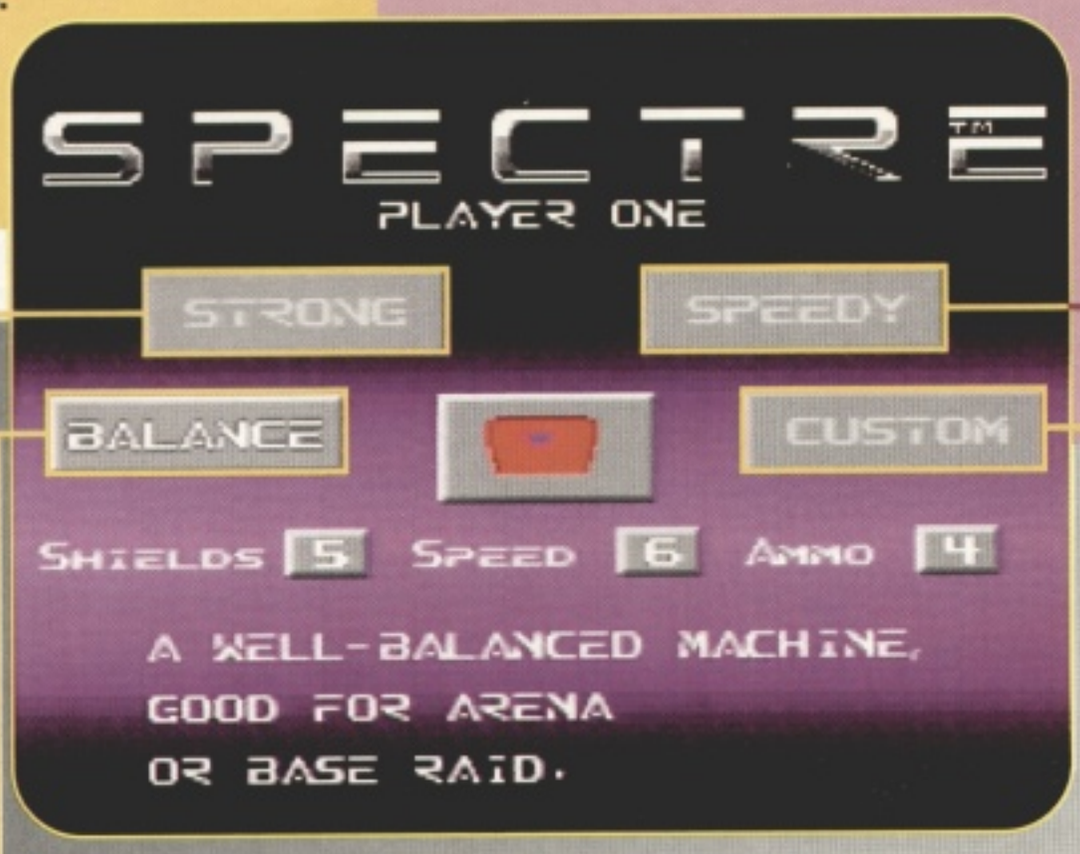


The best addition to the formula is that tanks can jump! These 30 tonne beasts can nimbly hop through the air.

## WHAT TANK? A *Which* report

**Now the important question any aspiring tanker should be asking is, what model do I want to drive? Well, kindly Uncle Spectre offers four flavours.**

**Speedy:** My personal favourite, this one is fast. You can rip through the battlefields without a care in the world. Unless you get hit that is, because it has absolutely no armour whatsoever and you will die.

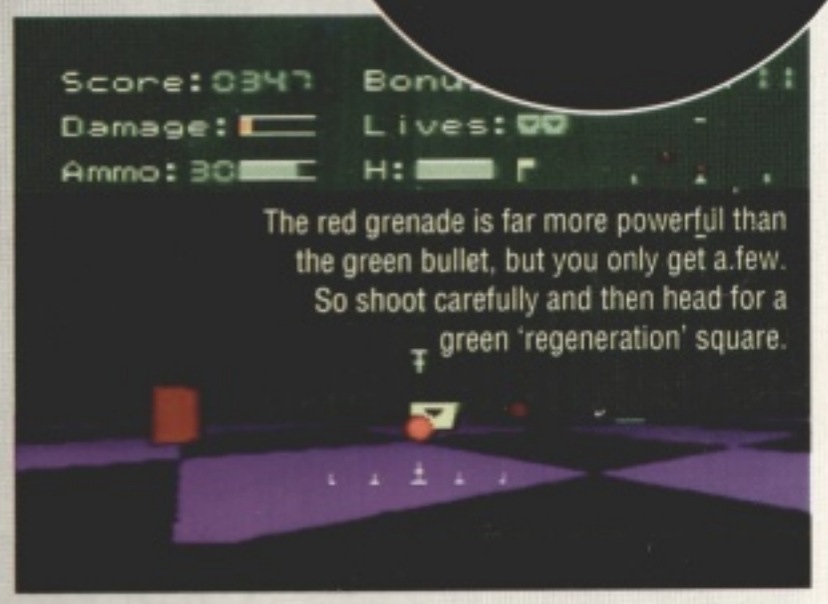



**Strong:** A good assault tank, this one features strong armour and decent weaponry, but has little to offer in terms of speed. So you can't out-run or catch adversaries.

**Balance:** This is the sort of Ford Mundaneo of tanks. It isn't hard. It isn't fast and it doesn't have electric windows. It still dies easily and nobody is impressed when you turn up at tank rallies.

**Custom:** Supposedly allows you to vary the attributes of your tank. Sadly, all you can really do is up the number of shields – as the other variables are already at maximum. And who in their right mind would lower the amount of ammunition you're carrying? It does come with a neat flamey paint-job though.

*Spectre* is essentially a two-player game. It's good fun solo, but as a battle to the death against a friend, it really comes alive.




The red grenade is far more powerful than the green bullet, but you only get a few. So shoot carefully and then head for a green 'regeneration' square.

through a gun-sight. A red tank appears, so you drive forward and spin. Taking a blast in the side, you return fire and the enemy disappears into a stippled cloud of dust. There's a flag ahead. You race across the map, hoping to nab it before the two tanks on the scanner have a chance to close in. More shots rain in. The armour's getting critical, but that flag's a must. Just as you reach it a volley of fire ushers in the sampled 'tank destroyed' message. It was good, but not great.

With continues and lives exhausted, you're returned to the options screen where you begin to fiddle – this time paying attention. You choose the 'custom tank' and crank up everything. You arrive at the music option and choose the 'Alt' soundtrack. What the heck, it can't do any harm?

Then it happens. Out of the TV comes a weird *Ride Of The Valkyrie* meets techno tune. And when the volume goes up, the illusion is complete. This is a cyber-war. You want to win. You have to snatch that flag. You have to kill or be killed. You have to escape before the battle gets too heated and before the damage gets too heavy.

It's simplicity that brings *Spectre* to life. The four controls (guns, grenade, move and jump) offer flexibility but are very easy to use, even under extreme pressure. The weapons and speed are predictable though; the unexpected factor is the jump. Now tanks that can leap may sound a little odd, but it's an inspired addition. Racing headlong towards enemies, you can jump, spin in mid-air, land behind them and blast. It's a glorious feeling. And it's the only sure way to avoid getting shot. It's also a sure way of getting disorientated – but then you knew the risks when you took the job.

Somehow, somewhere, this simple tank game manages to inveigle it's way into your psyche – especially the two-player 'arena' mode. Blast your way through a few levels and you can't turn it off. You have to play on until every life, of every continue, is exhausted. And then you have to play again, just to make sure.

It may not look as hot as the latest *Mortal Kombat* or *Street Fighter II* instalment, and tanks may not be as trendy as fireball-throwing, organ-ripping demons. But then this after all is a REAL fighting game.

● Trenton Webb

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 50% | 94% | 89% |
| GAMELIFE | OVERALL SCORE: | 90% |
| 93% | | |

**VERDICT:** A simple and stunning tank combat game. With five modes of play (four of which are two-player), it'll last as long as your SNES. Tank battles haven't been this much fun since Kursk.

Weapons include this three-way extension...
...also available in vertical format.
Turn it blue for more power.
This one's good for hard-to-reach areas.
And, yes, it can be made gravity-defying.

**UK Release**

**Game:** Magic Boy
**Publisher:** JVC
**Developer:** Empire/Blue Turtle
**Price:** £TBA
**Release:** Out now
**Players:** 1 or 2 simultaneously
**Cart ROM:** 4 Mbit
**Adaptor:** Any

**Hewlett has to round up the escaped critters by stunning them, stuffing them in his bag, and then depositing them in secure cells. No problem...**

# MAGIC BOY

## He's magic, he's a... *(Don't even think about it – Ed)* Er... Here's a review of a new game.


Blocks come in many guises. This type catapults you to a higher level.
Exclamation mark blocks contain power-ups and bonus items.
These nasty jobs keep changing from solid to translucent.
Hewlett's expression is a reaction to the slidey ice-blocks.
They don't look anything special, but these slow you down.
And these will spike you if you jump onto them. So walk instead.
Complete a level having turned these switches red for a hefty bonus.
Access to upper regions is made via shrewd use

Hewlett's first stop is packed with snakes, tropical birds and, er, sand.

Look, he's breathing underwater – without a snorkel. Magic.

Hey, loads of teddies and stuff. It's a toy-world thing. How original.

Welcome to the future, where mint Flash Gordon-style rockets abound.

## GOOD, BAD OR UGLY?

Oh good gracious me. That title is *appalling* isn't it? And just have a look at those screenshots; they're all so, um, computery aren't they? So far, so unpromising. But, hey, appearances aren't everything. And if we pull back *Magic Boy*'s lustre-lacking exterior there's a game lurking underneath which isn't nearly as bad as it looks.

The game concept looks like it was borne out of admiration for two titles which have become firmly ensconced in many gamers' hearts as unmatched in playability terms: *Bubble Bobble* and its pseudo-sequel *Rainbow Islands*. And the idea of rounding up creatures in order to clear each level is very *Out To Lunch*. So *Magic Boy* borrows heavily from lots of other things, but (and I bet you knew there was one of those coming) it isn't quite as playable or polished as any of them. It *has* got plenty of fruity pick-ups which are exactly like those others, and the extra bonuses hark back to the halcyon days of 'real' games. The secret bits and pieces seem a bit contrived, though, and I suspect their inclusion owes more to obligation than any ingenious thinking on the programmers' part.

There's a very fine invisible line drawn between what is a frustratingly playable challenge (*Out To Lunch* qualifies) and what is just plain frustrating (see *Road Runner*). *Magic Boy* walks that line in a distinctly teetery fashion. You will, for example, be making some fine progress through a level, bagging creatures and smiling away to yourself, but then you'll reach a collapsing platform arrangement which presents a level of difficulty completely out of context with what preceded it. The smile turns to a grimace and your joypad will have its robusticity tested. Followed by your chair shortly afterwards. And then the telly.

The collision detection never appears to be on your side, either. You can bounce from a spring, expecting to pass safely by the flying bird overhead, but – blam! – Hewlett (that's you) dies again. Grr.

Cripes. That seems like a lot of downpoints. But the truth is, it's a game which you need to get to know to appreciate. Take time to learn its, er, characteristics (that's the kind word) and you'll get along fine together. Sure, it's never going to get a mention in *Edge*, but it's an entertaining diversion for an afternoon or three and, after all, its heart is in the right place.

● Tony Mott

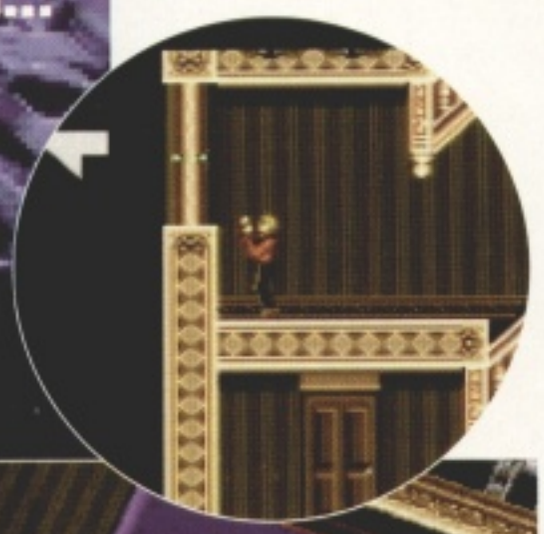
| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 72% | 69% | 75% |
| GAMELIFE | OVERALL SCORE: | |
| 71% | | 75% |

**VERDICT:** There're plenty of enjoyable moments in here, albeit interspersed with a certain amount of teeth-grindingly annoying ones. Overall, though, not bad at all.

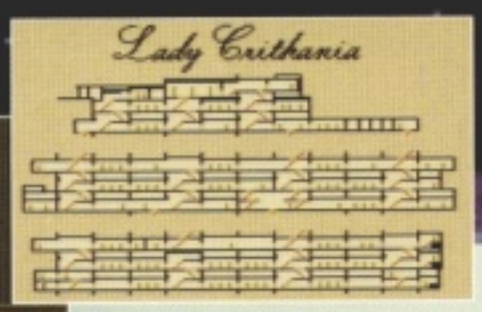
# SOS

## Yes! A game championed by *Super Play* in its Japanese form makes it into English...

Below: With the ship now completely inverted, Capris follows a handily-placed arrow.



Right: The fully-rotatable map of the ill-fated ship.

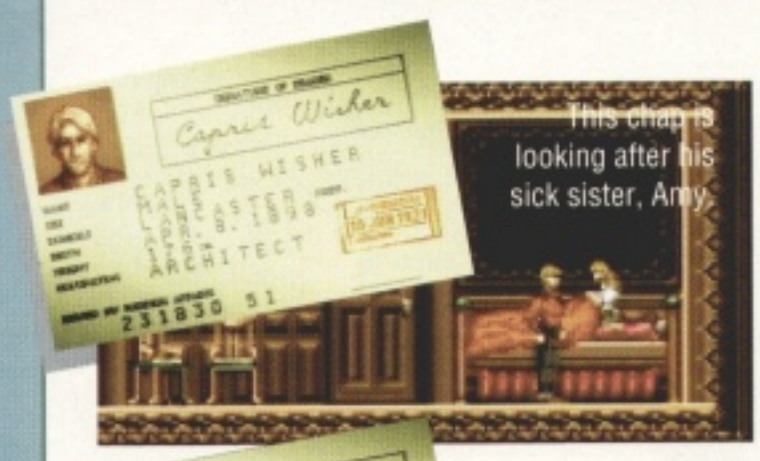


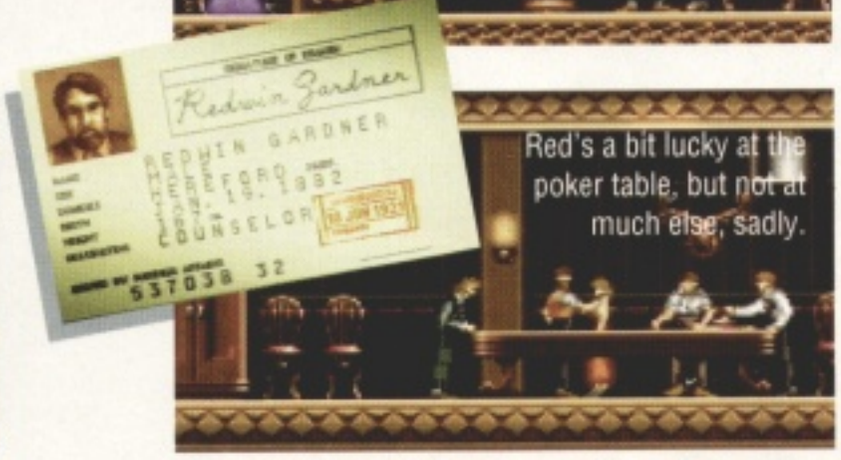
Left: Nope, there's no way through there, Capris. Better try a different route.

The red arrow on the right marks the area where Capris has instructed his party to stay.

## SAVE OUR SOULS!

**You begin your task by choosing one of four characters. Each has his own storyline – and his own share of problems.**






**US Release**

**Game:** SOS
**Publisher:** Vic Tokai
**Developer:** In-house
**Price:** £49.99
**Release:** Out now
**Players:** 1
**Cart ROM:** 8 Mbit
**Adaptor:** Any
**Game supplied by:**
Zap Computers (0532) 590077

## GOOD, BAD OR UGLY?

I must have underestimated that Gamefreak geezer. In issue 10, he reviewed this game in its original Japanese guise – *Septentrion*, and frankly, I'm completely amazed that he got through as much of the game as he did. I have been playing *SOS* for a fair while now, and I'm still not entirely happy with the progress that I've made, and *I'm* able to understand exactly what's going on.

*SOS* isn't for anyone who thrives on immediate thrills in their games. It's very obviously a platform game, but it's been constructed with layer-upon-layer of character interaction, with the focus very much on helping others, rather than selfishly seeking out the exit on your own. And it's this gather-an-escape-party idea which is responsible for the game's most frustrating aspect. On one occasion, for example, I found myself with four people in tow and feeling pretty good about everything. But the feeling turned out to be but a passing one. Upon approaching a section of upside-down staircase, I carefully climbed down to safety and instructed my party to follow me. They tagged along like lemmings, but instead of following my painstakingly-chosen path, they leapt blindly over the banister and fell to their deaths in crumpled heaps on the ballroom floor 50 feet below. Things like that almost make you give up completely. But, to be fair to the game, it's more a case of slowly learning what the NPCs (Non Player Characters) will and won't do, rather than being a terminal flaw.

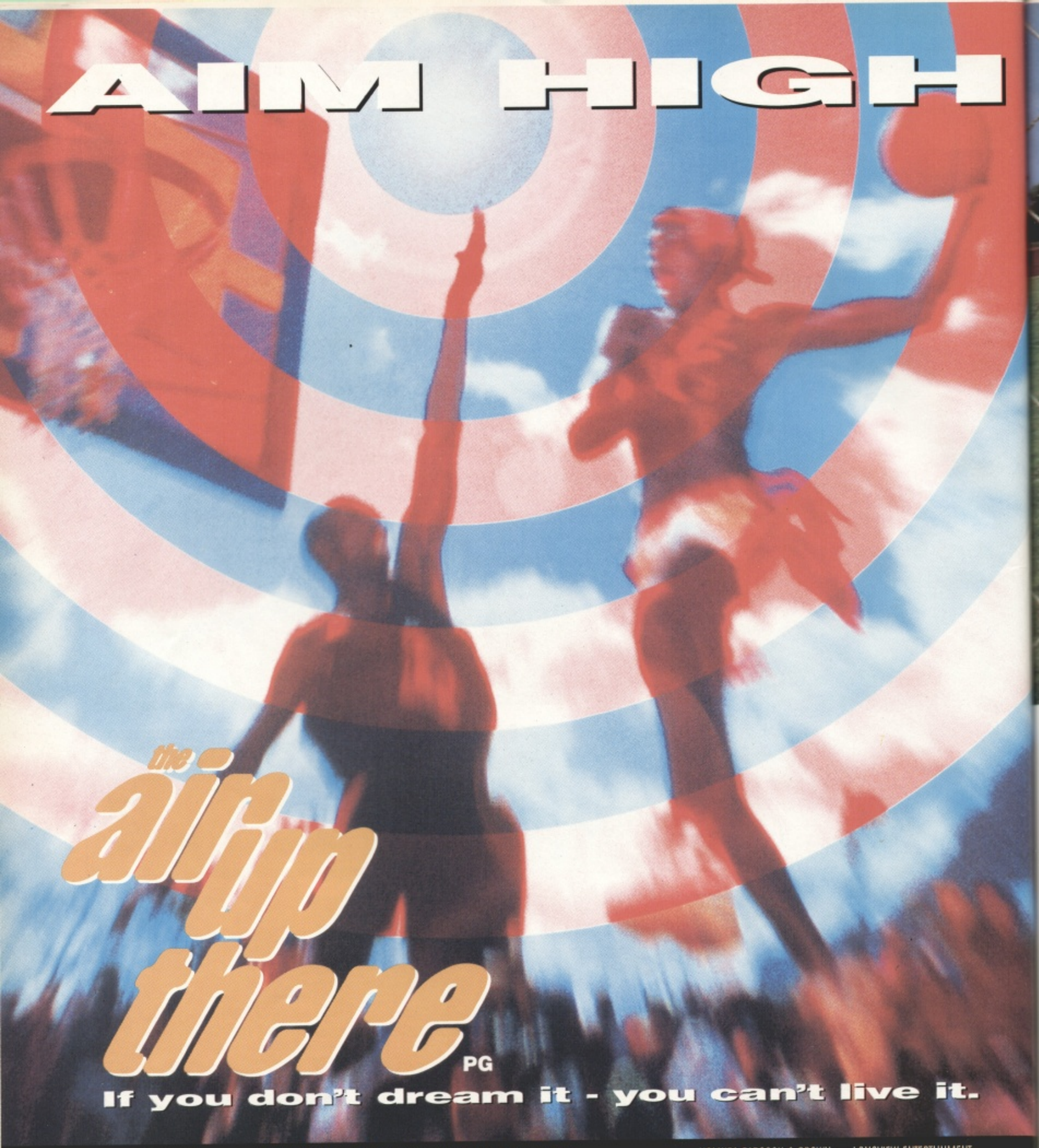
The task itself is certainly one of titanic (sorry) proportions. You will need to approach it head-on and be ready for some intense sessions in order to get anywhere near escaping within the rather stiff 60 minute time limit. I've only found one way out of the ship so far, and even then there was a surprise in store.

Things have moved on a bit since this game was released over a year ago and, consequently, I feel that our original marks need reviewing, if only slightly. This is still a great game, though; canny in its design, absorbingly atmospheric and holding potential for plenty of long evenings' worth of play. It's unconventional, being a weird mix of every platform game ever and *Lemmings* (sort of). If that appeals, then you know what to do.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 80% | 81% | 80% |
| GAMELIFE | OVERALL SCORE: | 83% |
| 88% | | |

**VERDICT:** A bit obscure, even in its English-reading format, but *SOS* has plenty of challenge and a genuinely new game style. A good game.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the air up there
PG
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# WIN WITH THE DREAM TEAM!

**Be the best football manager in the world by taking your hand-picked international squad to the top; and win, win win!**

**US Gold, in association with HMV, are running a Fantasy Football competition based on the World Cup 1994. It's called the US Gold Dream Team and it works like this:**

When you buy (or put a deposit down for) the Super Nintendo game *World Cup USA '94* in any HMV game store, you'll also be given an information pack about the competition.

## The rules

From the list of 528 players provided, you choose the 11 that you think will score maximum points during the competition. Your 11 players must be selected from at least 9 different national squads, and a maximum of two players can be chosen from the same squad. There are no fees involved; just as long as you obey those rules. You must select one goalkeeper, four defenders, three midfielders and three strikers.

Understand? It's pretty easy, actually. But, how do you win? Well, by your team (you're the manager, geddit?) getting the most points. These points are accumulated in four ways:

**1.** A defender gets your team four points if his team let in no goals in a match.
**2.** A defender gets two points deducted for every goal his team lets in during a match.
**3.** All players get your team three points when they score a goal.
**4.** If a penalty shoot-out occurs, you get one point every time your player scores. You also get a point when your goalie saves one. No points are deducted when your goalie fails to save a goal during penalties.

**It's as simple as that. As an example, look in the box on the right and you'll find the *Super Play* Rovers, *our* chosen team.**

## SO WHAT DO I DO NOW?

Go into an HMV store and buy (or put a deposit down for) *World Cup USA '94*. The information pack that comes with it will contain more details about the Fantasy tournament, plus a list of the 528 players from 24 countries in the World Cup.

Choose your team, bearing in mind the country restrictions. Try not to copy the *Super Play* team. If you do, you won't win because we were there first! Finally, give your team a name (nothing rude), post your completed form and let the players do the rest.

## WHAT DO I WIN?

Once the World Cup is over, the top five managers will each win a pair of season tickets for the UK team of their choice. And the overall winner will get a couple of tickets to the Coca Cola Cup final being played at Wembley in April 1995.

The next five highest-scoring managers will win a football strip of their choice, HMV vouchers to the value of £50 and a World Cup goody bag. 20 further runners-up receive a rather special World Cup T-shirt and a subscription to *Super Play* (or another Future Publishing magazine).

**WARNING!** The World Cup starts on 17 June 1994, so you MUST get your forms filled in and posted a couple of days before. The closing date for the competition is Thursday, 16 June 1994, and if you miss that deadline you can't enter.

## The Super Play Rovers

| | | | |
|---|---|---|---|
| 016 | Goalkeeper | Illgner | Germany |
| 139 | Defender | Irwin | Rep of Ireland |
| 104 | Defender | Koeman, R | Holland |
| 071 | Defender | Jorginho | Brazil |
| 059 | Defender | Albert | Belgium |
| 259 | Midfield | Signori | Italy |
| 311 | Midfield | Shalimov | Russia |
| 332 | Midfield | Limpar | Sweden |
| 386 | Forward | Klinsman | Germany |
| 380 | Forward | Asprilia | Colombia |
| 401 | Forward | Baggio, R | Italy |

**We've got two Italian and two German players, but this is allowed because there are still nine nationalities represented. (Note: The numbers on the left are just the reference numbers for each player.)**

Abandon hope, all ye who enter here...

# THE EYE OF THE BEHOLDER

## L'AGE D'OR

***EOTB*** **brings you puzzles from the golden age of dungeon bashing. Here, the party has found a carving in the wall...**

THECLABOLAN
ARACNEPADRE
HP
HP
It looks like a dagger-shaped hole. Maybe it opens the door?
THE DAGGER AND THE DOOR
Ah, of course. Stick a dagger in the hole and – run away!
AND FAILS. THE PARTY TRIES TO FORCE THE DOOR

US Release

**Game:** Eye Of The Beholder
**Publisher:** Capcom
**Developer:** Strategic Simulations Inc
**Price:** £54.99
**Release:** Out now
**Players:** 1
**Cart ROM:** 8 Mbit
**Adaptor:** NTSC only
**Game supplied by:**
Zap Computers (0532) 590077

## GOOD, BAD OR UGLY?

Just what do the people at Capcom think they're doing? Opinion in this office is that they've taken their good reputation for granted, and now they're lazily churning out any old tosh in the belief that it will sell because it has their logo on it. And that's just not good enough for us, I'm afraid.

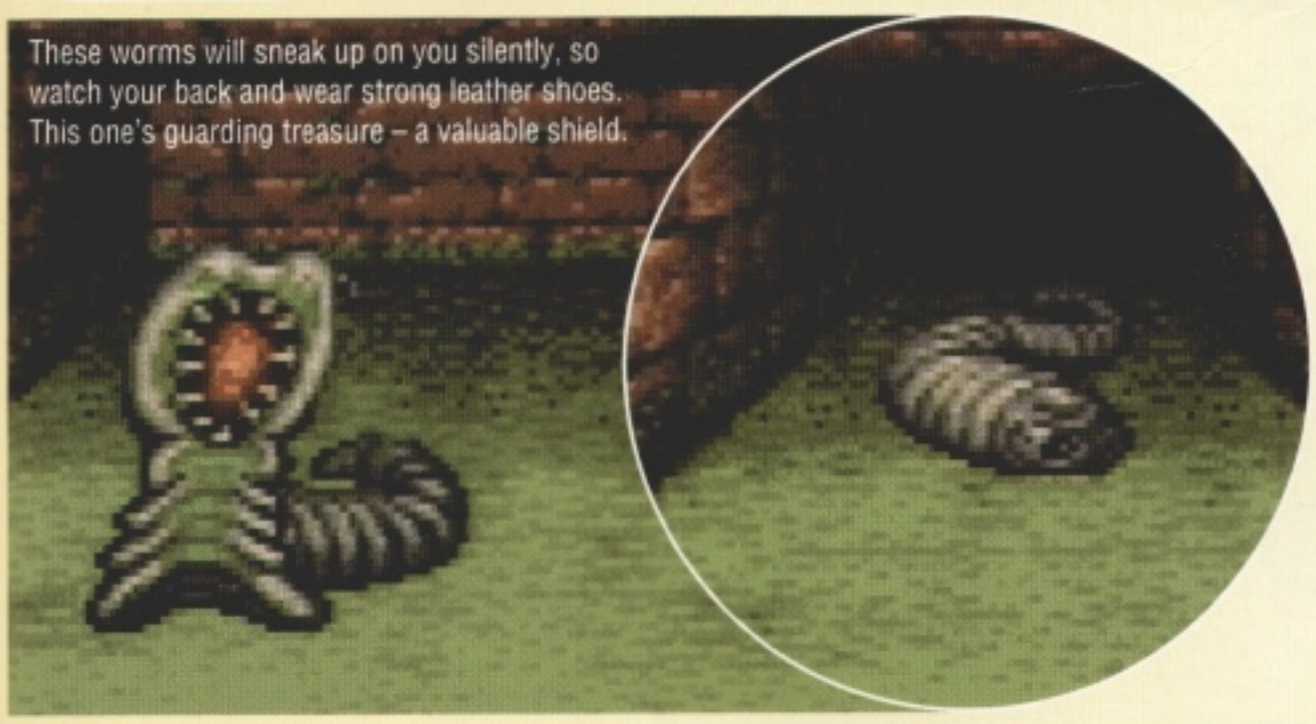
*Eye Of The Beholder* comes from the TSR stable, using a reasonable approximation of the *Advanced Dungeons & Dragons* rules. As with the original paper-and-dice RPG, generating your party of four characters takes quite a bit of time before you can start the game – and that's partly because, stupidly, you can keep pressing 're-roll' until the game randomly generates a superhuman character with excellent statistics all round. Who wouldn't be tempted, eh?

Then there's the 'interface' problem. Commanding the game requires most of the

# DER

They might look OK here, but the graphics remain static and dull throughout combat.

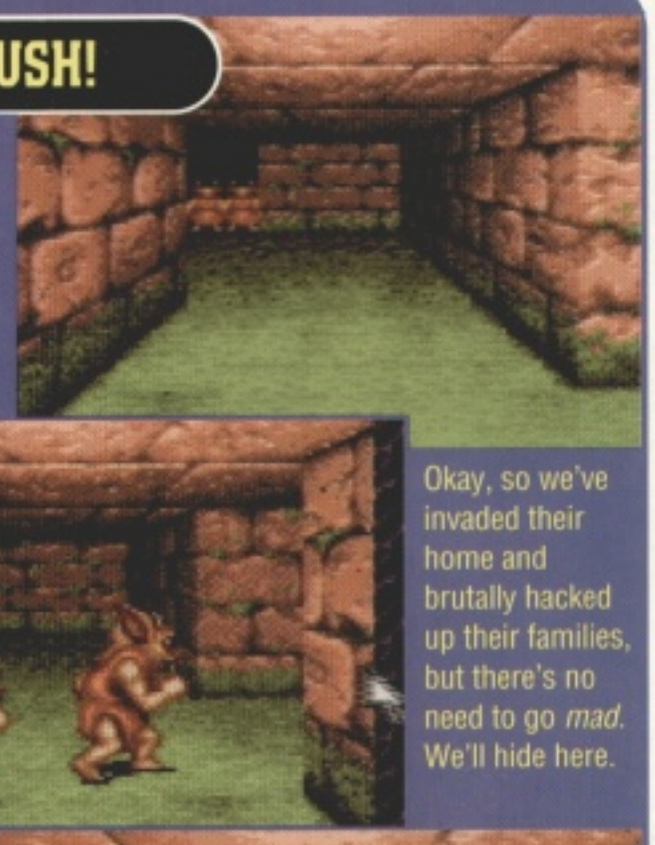
You control what your characters are holding, wearing, eating and carrying at any time.



These worms will sneak up on you silently, so watch your back and wear strong leather shoes. This one's guarding treasure – a valuable shield.

## AMBUSH!

A-ha! Some little goblin creatures – Kobolds, by the smell of them. And they're coming this way!



Okay, so we've invaded their home and brutally hacked up their families, but there's no need to go *mad*. We'll hide here.

[Sound of theatrical 'Atishoo!'] Oops, they've spotted us. Quick, Thecla, apologise.to them in their native tongue.

No, I distinctly said 'apologise'. It sounds nothing like 'slice off their heads with the holy blade of justice'. Oh well.

joypad, and the bad design means that it isn't particularly intuitive. When you encounter monsters and try to engage them in combat, the treacle-slow clumsiness of the controls will test your patience to the limit.

What really made me despair was the absence of an auto-mapping feature of any sort at all. Now listen up, programmers: if I've got a sophisticated computer console sitting in front of me, then why on earth should I have to grab some graph paper and a pencil to play your expensive games? It shouldn't matter whether or not the original game had such a feature: in fact, I spent the first few hours of play spotting flaws and omissions and imagining just how much better this could have been with a little thought and consideration. And if *I* could see these problems, why couldn't the team of developers who handled the conversion?

As for the gameplay, I remain unconvinced. There are plenty of little puzzles and fights, but nothing too taxing; and there isn't much in the way of interaction with NPCs (Non-Player Characters, controlled by the computer). As long as you try lots of different actions and make a map (urk – but yes, I had to) then you won't get stuck on any one bit for very long. You will find yourself doing an awful lot of aimless wandering about, however, and this is where the game really begins to drag. It's not as if the presentation helps matters either, with some yawnsomely repetitious graphics and a piece of background music so annoyingly awful that I had to turn it off completely.

I enjoyed games of this type when they first appeared, but nowadays they seem hopelessly dated and dull. I didn't share Jason's nostalgia for *Dungeon Master*, to be honest, as I thought it was ploddingly paced and executed. Across the formats we've seen the fantasy adventure game blossom in numerous directions: *Ultima*, *Monkey Island*, *Zelda* and *Secret Of Mana* have each taken the role-playing game down a different, exciting new avenue. It's impossible to deny their superiority over the older games, so why try to turn back the clock?

● Zy Nicholson

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 38% | 35% | 48% |
| GAMELIFE | OVERALL SCORE: | 52% |
| 63% | | |

**VERDICT:** If you're mad enough on fantasy games to stick your hand in, there's a mollusc of fun to be scraped from the bottom of Capcom's barrel of stinky fish.

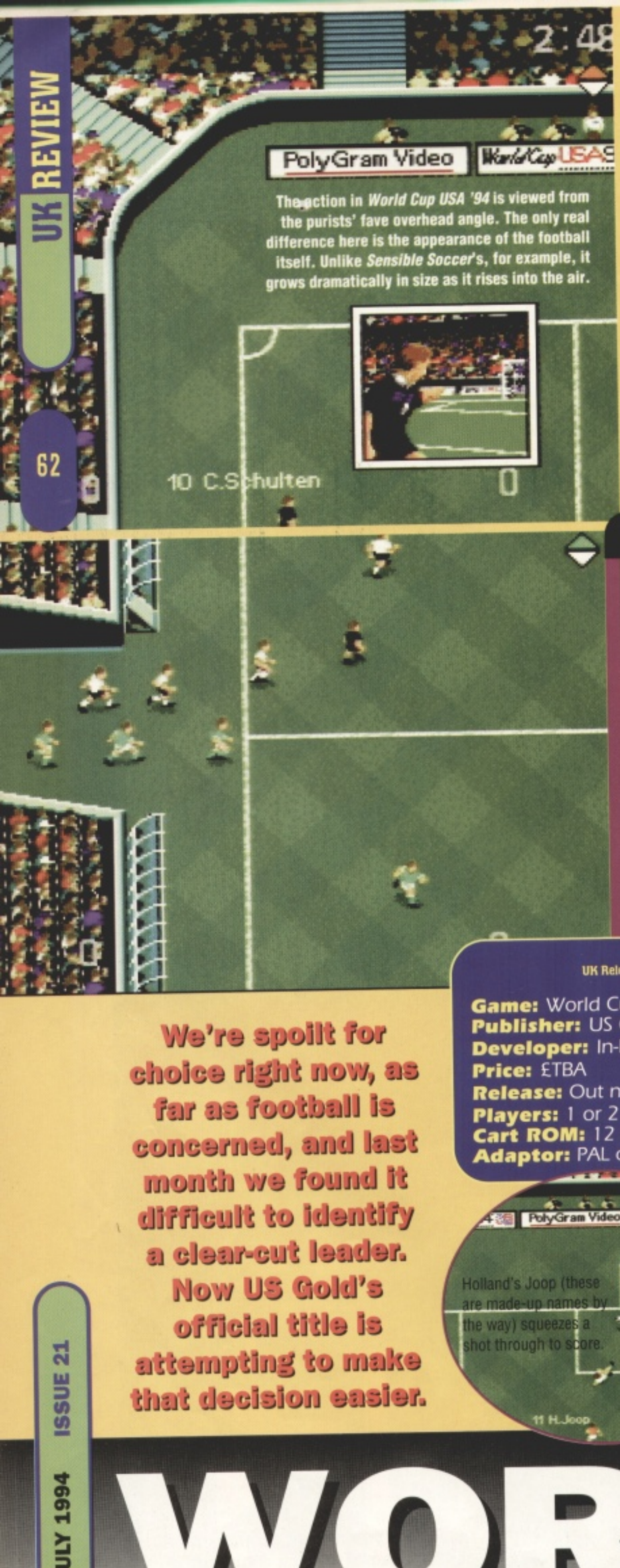
# WORLD CU

**We're spoilt for choice right now, as far as football is concerned, and last month we found it difficult to identify a clear-cut leader. Now US Gold's official title is attempting to make that decision easier.**

UK Release

**Game:** World Cup USA '94
**Publisher:** US Gold
**Developer:** In-house
**Price:** £TBA
**Release:** Out now
**Players:** 1 or 2 simultaneously
**Cart ROM:** 12 Mbit
**Adaptor:** PAL only

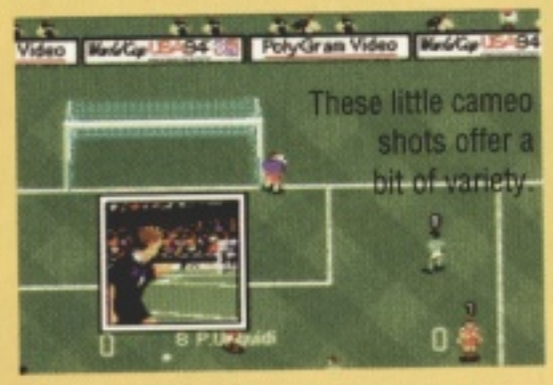
The action in *World Cup USA '94* is viewed from the purists' fave overhead angle. The only real difference here is the appearance of the football itself. Unlike *Sensible Soccer*'s, for example, it grows dramatically in size as it rises into the air.



What can I say about this? Sorry, James took these pics.

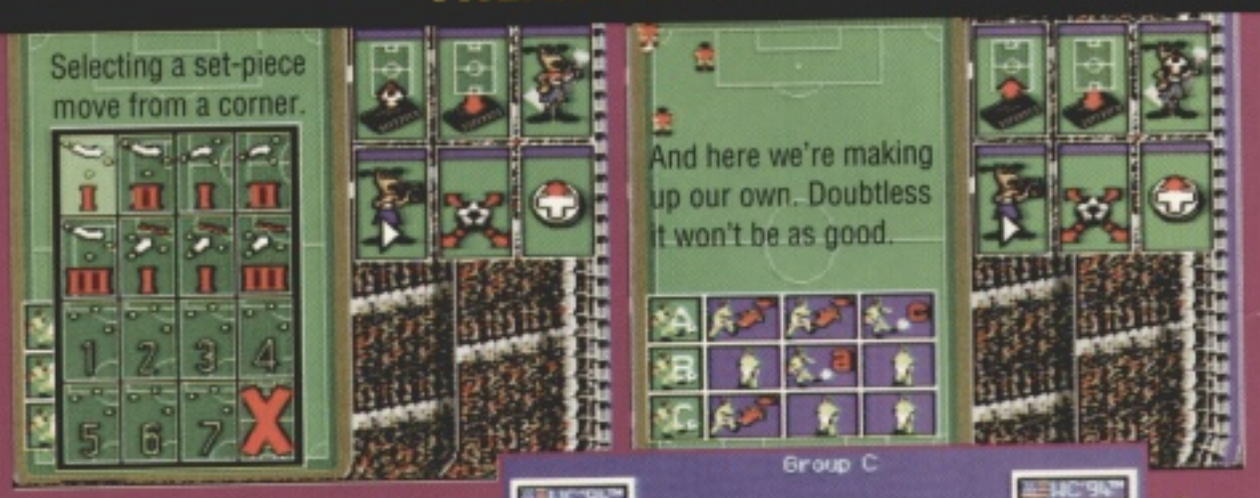
Hey, Sue, do we allow blatant advertising like this in our reviews?

Another of James' I'm afraid. Ho hum.



These little cameo shots offer a bit of variety.

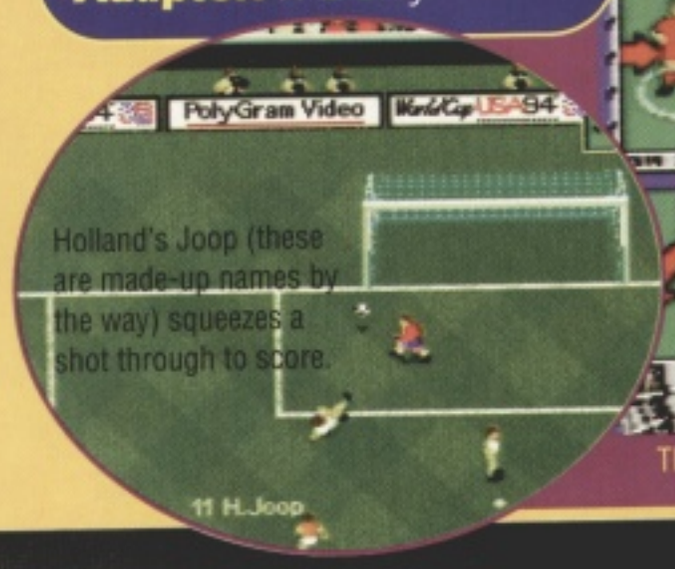
## TWEAKABLE BITS




**To cover the full extent of *World Cup USA '94*'s options would take at least a couple of pages. So let's just have a look at some of the more interesting ones among them.**

Typical. Any chance James gets to make his support known...

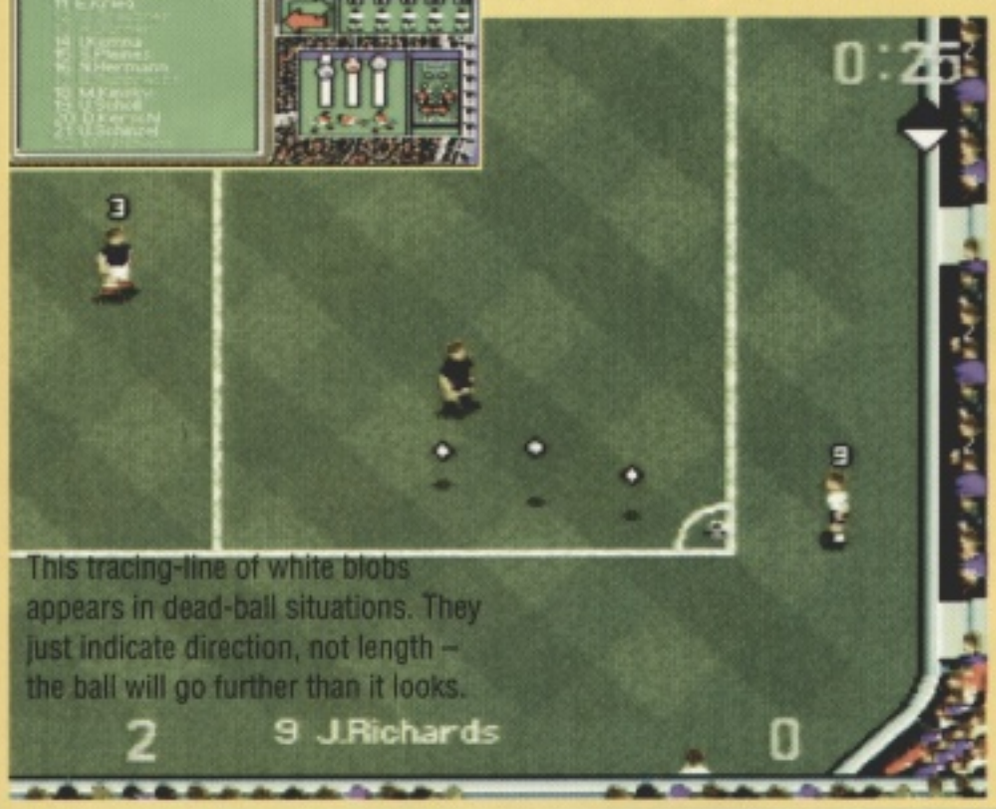
This section customises pitch coverage, indicated by the highlighted area.



Holland's Joop (these are made-up names by the way) squeezes a shot through to score.

Left: Another shot reaches home. Below left: A patted-onto-the-crossbar save. You'll not score *that* easily. Below: The defenders protect their, er, modesty from an impending free-kick.

Left: The squad/formation screen. The little sliding bars indicate player speed, tackling ability and ball control.



This tracing-line of white blobs appears in dead-ball situations. They just indicate direction, not length – the ball will go further than it looks.

## GOOD, BAD OR UGLY?

US GOLD presents WorldCupUSA94

After the extravaganza which we ran last month, I wasn't sure whether I could take any more of this thing we call football. Frankly, *World Cup USA '94* had to be something pretty special to stir any enthusiasm in me at this stage. And... (drum roll, cymbal crash) ...heavens above, it *is* pretty special. Absolutely great, in fact. Why? Well, for loads of reasons:

- It's the fastest game of footy on the SNES. And, obviously, that makes for a game packed with roasting hot end-to-end action. It's speed is comparable to the Mega Drive version of *Sensible Soccer*; and it makes the SNES version of that game look a bit sick by comparison.
- The options, as mentioned in our preview last month, are the most far-reaching and all-encompassing set ever seen. And the beauty of it is that it's not just a case of picking, say, one of eight preset formations (though you *can* if you want), but actually getting in there and customising your own, ad infinitum. And then saving it all to the battery backed-up RAM, if you want.

Taking every shapeable aspect into account, though, it probably looks pretty daunting. Thankfully, the default levels have been cleverly set so that you can leave the options alone, go straight into a match and still have a cracking game. That's good design for you.

- The graphics, whilst very obviously small, are larger (and much better) than *Sensible*'s, which look rather pathetic by comparison. OK, so you don't get to see as much of the pitch as a result, but that's in no way prohibitive of good play.
- The official World Cup seal of approval means that everything's tied together with that event's atmosphere very much in mind. From the doggy Striker character who appears front-end, to the way the tournaments are put together, the presentation is superb.
- And now the big one: playability. The backroom boys at USG have obviously done their homework here. They've incorporated a subtle blend of *Sensi*', *Virtual* and even bits of *FIFA Soccer* to produce a net-burstingly wonderful, first-time volley of a game. You'll be up and running in no time, with the smooth action and beautiful feel which makes playing this game a joy. Nothing feels out of place and for head-to-head action especially, there's little to touch it on the SNES.

But, after all that, there is a question which needs to be answered: What happened to the five-player option? We all know the implications and effects of multi-playerdom on game enjoyment, so why didn't USG pick up on it, in the same way as everyone else – much to their credit – has recently? So, one disturbingly black mark there.

And finally, a point which falls neither in the commendable or slagable area, but ends up as being merely a question of personal choice. You see, there's a school of thought (made up mostly of Mega Drive *Sensi*' veterans) who believe that the passing is a bit too intelligent for its own good. Most footy games include semi-intelligent passes which move in the general direction of other players, not always reaching the target; but *World Cup USA '94*'s always go directly to the feet, first time, every time (opposition permitting). It could, then, be said that it isn't as player-skill dependant to play with success as other games. But then USG claim that their plan was always to make the game as accessible as possible, and that it certainly is.

So with *Kick Off 3* out of the running until September (*See Super Express – Ed*), it's got to be this or *World Cup Striker* if you're looking at picking up a footy game soon. Or *FIFA Soccer*. Or *Sensible Soccer*. Oh, this is no good, I'll have to stick my neck out: this is the best football game on the SNES. Probably.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 76% | 80% | 93% |
| GAMELIFE | OVERALL SCORE: | |
| 92% | | 92% |

**VERDICT:** This replaces *Sensible Soccer* as *the* overhead-viewed SNES footy game with cartloads of options and super-slick play.

# P USA '94

# Subscribe to *Super Play* and influence the political world stage...

No! Meddling with Communist-led third-world backyard countries is one thing, but bouncing Neko around is naughty.

When you take out a subscription to *Super Play* you open up a whole world of Super Nintendo information. Go on – you know it makes sense.

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**No sooner had the entirely fictional cartoon tiger been thrust onto the court for a jam, then a hand larger than his entire head grabbed him and bounced him towards the net. Squealing in fear and alarm, he was raised to about 12 feet in a terrifying instant, then dunked with unjustifiable force through the hoop. Which caught fire.**

And who was the mystery dunker? Scotty Pippin? Charles Barkley? Shaq O'Neill? No. The indignity of it all is that our little Neko was in fact being repeatedly slam-dunked by Bill Clinton, 42nd President of the US.

So what can you, as a *Super Play* reader, do to halt this inhumanity? There are two options. Firstly, you can get Congress, comprising the Senate and the House of Representatives, to ally with the Supreme Court and force an impeachment of the President. This has little chance of success, because the charges would have to be willful cruelty to a tiger, and, as everyone knows, both Franklin D Roosevelt and Dwight D Eisenhower used to go bowling; using large species of feral felines as their bowling balls.

The other – much simpler – option is to subscribe to *Super Play*. Not only does this immediately halt the Presidential basketball game, forcing Mr Clinton back into the Oval Office to get on with some work, but it can save you £5 off a year's supply of the magazine, if you use the direct debit form.

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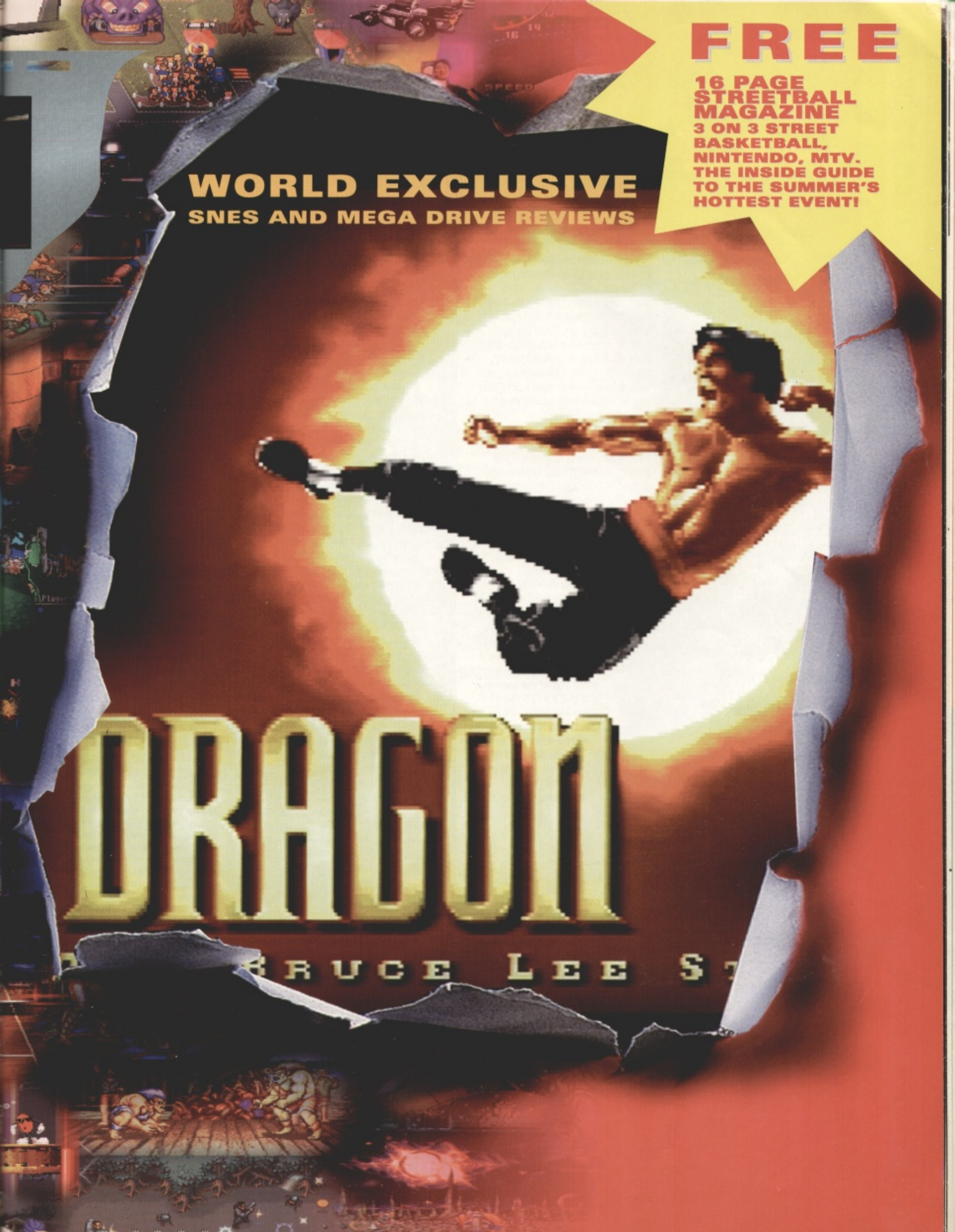


# DRAGON

BRUCE LEE ST

## SUPER PLAYER'S GUIDE

**INTERPLAY (JAP/US/UK)** By Allan Brett

# CLAY FIGHTER

**As promised last month, we can now bring you the *Clay Fighter* Super Player's Guide, featuring all of those secret moves that weren't mentioned in the instruction booklet – and more besides. Our faithful tipmaster, Allan Brett, has gone through the game with a fine toothcomb to give you the help you need to play it with perfection.**



## General Tips

1) After extensive playing, I must tell you one point in particular: you can't do combos. Well, not real ones anyway. However, there's no need to hurl yourself from the nearest cliff, because there are a few punch/special move combinations to learn instead. However, unfortunately, these two-in-one combos only work with a weak kick or punch, but they can be tagged onto nearly every special move. Hurrah!

2) Should you happen to daze your opponent don't bother trying to do a two-in-one move, because if you mess it up you'll have wasted the opportunity to inflict some serious damage. Your best bet is to simply do something like a fireball up close because most of the characters' special moves inflict double (or even triple) hits on your enemy when performed close to them.

3) Scoring three or four hits in succession using special moves will prompt the KO arrow over your opponent's head. If you manage to strike your enemy with a special move during this time you'll send them flying to the other end of the screen, and you'll be forced back to the other side. Make use of this tactic to beat a hasty retreat after you've exhausted your attack pattern – and to give yourself some breathing space.

## Bad Mr Frosty

**Bad Mr Frosty is without a shadow of a doubt the best character in the game. His wealth of special moves means he has a counter attack for every situation. He also possesses the most powerful move available in *Clay Fighter*.**

**SPECIAL MOVES**

1 **GROUND SLIDE:** Press LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and any kick button. (Use this to avoid missile attacks.)

2 **FROZEN FIST:** Press DOWN, DOWN-RIGHT, RIGHT and any punch button. (This scores a double hit up close.)

3 **SNOW BREATH:** Press LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and any punch button. (Scores a double hit up close.)

4 **SHOULDER BARGE:** Perform a quick LEFT, RIGHT motion on the D-pad and press any punch button. (Use this move a lot as it's very fast and it often catches your enemy off guard.)

5 **HORIZONTAL SNOWBALL:** Charge LEFT for a second or two and then press RIGHT and any punch button.

6 **VERTICAL SNOWBALL:** Hold DOWN for a couple of seconds then press UP and any kick button. (Hits on the way up and down.)

7 **LEAPING HEAD-BUTT:** Press RIGHT, DOWN, DOWN-RIGHT and any punch button.

8 **SUPER PUNCH:** Charge DOWN for ages then press UP and punch. (The Super Punch is the most powerful move in the game, but it's so easily countered you may as well give it a miss.)




## Playing Hints

1) Use a Frozen Fist to force your enemy to jump; when they do, take 'em out with the Leaping Head-Butt. Very easy, but very effective.

2) Always keep your D-pad held back so you're ready to take out your opponent with a Snowball when he or she jumps in.

3) Throw a slow Frozen Fist and follow it up with a Shoulder Barge for a fast double hit.

## Taffy

Taffy can perform most of his moves in mid-air, too. His downfall is his Fake Daze Trick which wouldn't fool anyone but the most intellectually-challenged amoeba.

**SPECIAL MOVES**

1. **TAFFY WHACK:** Press LEFT, LEFT, RIGHT and then press any punch button.
2. **TAFFY KICK:** Press LEFT, LEFT, RIGHT and any kick button.
3. **TAFFY TORNADO:** Press LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and any punch button. (This can be performed in mid-air too.)
4. **RISING TAFFY TORNADO:** Press RIGHT, DOWN, DOWN-RIGHT and then any punch button.
5. **DASH PUNCH:** First charge LEFT then press RIGHT and any punch button. (This one can be done in mid-air too.)
6. **FAKE DAZE TRICK:** Press DOWN, DOWN-LEFT, LEFT and punch (but then again don't bother – the Fake Daze Trick isn't worth using).

### Playing Hints

1) When you perform the Rising Taffy Tornado, and if your opponent is on the floor, use the small one (with a weak punch) and you will score a double hit.
2) Make full use of your ability to do moves in mid-air – use them to dodge your enemy and to attack.

### Playing Hints

1) After using the Super Sucker Punch, you can tag on the standard Sucker Punch for a fourth hit – just as good as any combo!
2) Try out some of Tiny's normal punches, as some of them score double hits – using these you may be able to perform a corner trap by combining them with Sucker Punches and stuff.

## Tiny

It must be said that Tiny is the *Clay Fighter* equivalent of Balrog (the boxer) from *SFII*, but Tiny's punches are a darned sight more powerful with triple hits aplenty on most bouts.

**SPECIAL MOVES**

1. **MEDICINE BALL:** Hold LEFT for a few seconds and then press RIGHT and punch. (You can do this in mid-air.)
2. **VERTICAL MEDICINE BALL:** Hold DOWN for a couple of seconds and then press UP and kick.
3. **SUCKER PUNCH:** Press DOWN, DOWN-RIGHT, RIGHT and punch. (Scores a double hit up close.)
4. **SUPER SUCKER PUNCH:** Press LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and then punch. (This scores a triple hit up close.)

## Bonker

Another character who borrows heavily from one of those *Street Fighter* bunch; Bonker is very much the same as Sagat in his style of moves and proves a decent choice for the hardened fighter.

SPECIAL MOVES

1. **HIGH FLYING PIE:** Press DOWN, DOWN-RIGHT, RIGHT and punch.
2. **LOW FLYING PIE:** Press DOWN, DOWN-RIGHT, RIGHT and then kick.
3. **CUTTING CARTWHEEL:** First charge LEFT and then press RIGHT and punch.
4. **TRIP UP:** Charge DOWN then press UP and punch. (Scores a double hit up close.)
5. **LEAPING HEAD-BUTT:** Press LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and kick. (Do not use this unless your opponent is in the air or you won't hit them.)
6. **JOKE FLOWER SPRAY:** Press LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and punch.

### Playing Hints

1) Use a Slow Pie and follow it up as soon as possible with a fast one. Your second Pie should catch up with the first one – if you're lucky – to score a double hit.
2) As with all of the characters who have a fireball and a dragon punch variant, you can coerce your enemy into jumping by using a fireball and then polishing them off with your Leaping Head-Butt, or whatever.
3) Whenever possible, use the Trip Up move to smack your opponent in the back of the head when you land on him.

## Blue Suede Goo

Okay, so he's only got a couple of special moves, but I went through the whole game on one credit on my first go; because of Goo and his ace quiff move – so he can't be that bad.

SPECIAL MOVES

1. **QUIFF SWIPE:** Press DOWN, DOWN-LEFT, LEFT and any punch button.
2. **MUSICAL NOTE:** Press DOWN, DOWN-RIGHT, RIGHT and any punch button.

### Playing Hints

1) I have seen the computer perform a move where a string of six Musical Notes have been thrown at me but, unfortunately, I haven't discovered the necessary D-pad movements yet; but I'm sure a few of you out there have.
2) Try to get up close and use your Musical Note, you'll score a triple hit. If you time it right you can score a fourth and even a fifth hit with a Quiff Swipe.

## Ickybod Clay

Ickybod is great, he has a wide range of moves which are easy to execute, and his Teleport ability is real bonus.

**SPECIAL MOVES**

1. **ECTO BALL:** Press DOWN, DOWN-RIGHT, RIGHT and then press punch.
2. **ECTO PUNCH:** Press RIGHT, DOWN, DOWN-RIGHT and then press punch.
3. **ECTO DASH:** Charge LEFT for a couple of seconds then press RIGHT and punch. (Can be done in mid-air.)
4. **TELEPORT:** Press L and R simultaneously.

### Playing Hints

1) Try Teleporting and you'll almost always appear within striking distance. Use an Ecto Punch to flatten your foe as you appear.
2) If you start Teleporting repeatedly you can confuse and annoy your opponent; wait until you've broken their concentration and then strike.

## Helga

Helga is an odd character, with the weirdest moves you're ever likely to find. She can prove a really tough opponent in the right hands, but her cumbersome moves and controls stop her from being one of the best.

**SPECIAL MOVES**

1. **VIKING RAM:** Press DOWN, DOWN-RIGHT, RIGHT and punch. (Can score a double hit.)
2. **JUMPING ELBOW UPPERCUT:** Press DOWN, DOWN-RIGHT, RIGHT and then kick.
3. **SUPER SHRIEK:** Charge LEFT for a couple of seconds and then press DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and punch.
4. **VALKYRIE'S RIDE:** Charge LEFT for a couple of seconds and then press DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and kick.

### Playing Hints

Use the Viking Ram frequently as it's hard to counter and is probably Helga's best move. Try using the Elbow Uppercut as you land.

## The Blob

The Blob takes a bit of getting used to what with him squishing about all over the place, but you'll discover that he has a few neat tricks up his sleeve.

**SPECIAL MOVES**

1. **CLAY STOMP:** Press DOWN and R simultaneously.
2. **BLOB SLIDE:** Press LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and kick.
3. **BLOB SPIT:** Press DOWN, DOWN-RIGHT, RIGHT and then punch.
4. **BLOB CHARGE:** DOWN, DOWN-LEFT, LEFT and punch.
5. **BUZZSAW:** Charge LEFT for a couple of seconds and then press RIGHT and punch. (Loadsa hits.)

The programmers included an extra move which was disabled in the finished production cartridge. Use the Game Genie code 6280-DD6F to access the Bomb attack; and use LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT and punch.

### Playing Hints

1) I suppose that you could just keep going back and forth using only the Buzzsaw, but it isn't very fair and makes for a really boring match.
2) With so many wildly different moves, try using them all one after the other and watch what your opponent does. I find that such wild variation in your attacks with The Blob often results in your enemy letting his guard slip as he tries to keep up with your assault.

Remember to jump around a bit too, just for good measure.

# GAMEFREAK

## SNES TECH & GAMING ANSWERS

By Jason Brookes

**Atop a distant mountain in the East sits a wizened sage, contemplating the mysteries of the universe. He was on the verge of discovering the ultimate secret of life... When we interrupted his train of thought to ask him your video game questions.**

DEAR GAMEFREAK,

**Q** I know you've shown things in the past about connecting your Super NES to a hi-fi, but I'm having real difficulty. We have a Philips hi-fi which is about five or six years old (diagram enclosed) and I can't see any way of connecting them both together. We own *Secret Of Mana*, *Street Fighter II*, *Super Star Wars*, etc, and would love to hear the full sound capabilities, but both our televisions are mono.

**A** Looking at your quick sketch, it appears that your set-up has two AUX (auxiliary) phono sockets for just such a purpose (and there should be a switch at the front of the amplifier to select tape, record, CD, auxiliary, etc). The lead you require is a stereo AV cable, which can be purchased for £10 from Nintendo UK Entertainment Ltd, Parham Drive, Boyatt Wood, Eastleigh, Hants SO5 4NU. One end connects into the multi-out socket at the back of your SNES; the other end has three phono plugs, though you'll only use two of them. Simple enough?

If you have any further problems then consult our Troubleshooter feature in *SP*16, and the letter from Seth Eagles in the last Gamefreak.

**Richard Fewings, Orkskirk.**

DEAR GAMEFREAK,

**Q** Do imported US carts run slower, faster, or at the same speed as PAL carts on a PAL machine?

**A** Ah, that old chestnut. US carts will indeed run slower, although for most types of game the difference is negligible. When we discussed this with Electronic Arts some months ago, it came to light that the code on their PAL carts is altered slightly so that a game runs at the same speed on a PAL machine as the US version runs on a US machine. I presume that other companies do the same as EA in this respect. Strangely, wouldn't this also suggest that a UK cart running on an American or Japanese SNES would be faster than intended? Take note, challenge freaks.

**Iain Shields, County Down, Northern Ireland.**

DEAR GAMEFREAK,

**Q** Will *Doom* ever come out on the SNES? And if so, will it be as good as the PC version?

**A** Er, what do you think? ID Software had real trouble converting *Wolfenstein* for the SNES, thanks to Nintendo's interference and censorship, so their relationship is far from happy. Even if it was technically possible to get a reasonable approximation of *Doom* up and running on the Super Nintendo (which I don't believe it is, regardless of FX chips and competent programming), ID Soft would be unlikely to bother.

**Gareth Stevenson, Coalville.**

### TELL ME YOUR SECRET

*Secret Of Mana* has been causing lots of grief for those of you with UK machines, so we've been looking into a suitable adaptor we could recommend. There's no perfect solution, though it's not all bad news for those of you who have already purchased the US cart.

Your best bet is to go for the Programmable Universal Pro Adaptor, which costs £24.99 and is available from Datel Electronics on (0782) 744707. Insert the carts, hold down SELECT on the joypad and switch on the power for the SNES. You'll now be able to enter the access code C7B2DA00. Some of the intro graphics still look a bit glitchy, but the music is okay and we believe the rest of the game plays fine (as far as we could test it, without actually playing through the entire 70 hours). You can also save all your data to battery back-up, which is unfortunately impossible if you use the code with the Action Replay 1 or 2.

We tested Fire's FX convertor and discovered that the battery back-up could save character stats, but not skill and weapon levels (which makes the game impossible, quite frankly). The same glitches occurred on the intro sequence.

We still don't know why this problem happens on some machines and not others, so if you have a problem then please write in and let us know. Nintendo is supposed to be releasing *Secret Of Mana* itself in the UK, but the game was mysteriously absent from the recent Electronics Consumer Trade Show and received no mention in Nintendo's latest release schedule for Summer '94.

Cloud effects, like the Mushroom Village, can glitch on some machines.

# DAYDREAMING

**We have had a particularly unusual set of Daydreams from you this month...**

'I would like to see a Super Nintendo game based on the *Golgo 13* manga film. It would be a multi-level, shoot-'em-up/beat-'em-up/drive-'em-up type game, with Golgo 13 first of all assassinating the president. Then he would fight the lighthouse keeper, with the final hit from Golgo 13 knocking him out, then he would have to kill Robert Dawson. Later levels would have you escaping in a turbo car from the CIA, before facing up to the Snake and the twins – Gold and Silver – before finally finishing off Leonard Dawson.

In the hands of Nintendo, Konami or Capcom this could be a first-class game. Of course, taking into consideration Nintendo's policies, it would have none of the sex, violence or gore from the film, but it could still be first class.'

**Ross McLatchie, Glasgow.**

A *Golgo 13* game *without* the sex, violence or profanity, eh? Hmm. Sounds like watching the TV cut of *Robocop*. And a pretty naff game, if you ask me.

**Dear Daydreaming,**

'I've been won over by RPGs and my dream would be an action game like *Zelda* and *Secret Of Mana*, but with the isometric perspective of *Landstalker* on the Mega Drive. You could play one of a choice of characters and would be helping or competing with the others; a bit like *The 7th Saga*. As you moved around the fantasy world interacting with people – *Final Fantasy* style – your actions would alter the potential endings of the game. There would also be dungeon bits, but the isometric perspective could lend itself to all sorts of puzzles and traps (like *Equinox*, or better still, *Cadaver* on the Amiga). And the plot would be written by a professional author, like Neil Gaiman, Robert Holdstock or Storm Constantine – none of this derivative Tolkienesque 'orcs and balrogs' rubbish.'

*Cadaver* on the Amiga.

**Nigel 'Sandman' Davies, Leeds.**

Nice sentiments – especially concerning *Cadaver*, which is another great Bitmap Brothers game deserving a Super Nintendo conversion – but I can't help suspecting that your bedroom is completely covered in Roger Dean posters; and you've got lots of dodge heavy metal albums under the bed.

'I would like to see a game based on the series *Red Dwarf*.

You could choose which character to be and then explore Red Dwarf – the spaceship. You would use bazookoids (big electronic machine guns) and blow away any aliens lurking in the cargo bay.

And another part of the game would consist of you going out in the smaller green space craft and flying over and destroying different things on different planets with some good Mode 7 bits. You could even land on the planets and explore them, blowing away even more baddies.'

**Andrew Dennick, Birmingham.**

Oh dear – a classic case of a bog-standard game which has absolutely nothing to do with its original licence. You'll go far.

'I have a dream... a vision in excess of all God's sweetness!

Way back in the dark ages of gaming, a shining star appeared for the trusty ol' Commodore 64 ('what!?' you cry) by the name of *Creatures*. In it, a cuddly, crazy fuzzy by the name of Clyde Radcliff had to rescue his everso cute and furry, flumpy friends from the not-so-nice clutches of the cunning demon-people, who took sadistic delight in torturing the poor souls in all manner of creative cruelty. It was great fun rescuing them, so let's do it in style *now*... Mode 7, jazzed up funky FX and a moody melody without the scourge of 'multiload cassettes'!'

**I Scream, Essex.**

Actually, I think *Creatures II* was a real improvement on the original – not to say that the first one wasn't an excellent action game. Can't help worrying that they'd screw it up though, as the dire Amiga version testifies.

'I would find a *Where's Wally?* game fun, where (*Snip! – GF*).'

**Phil C, York.**

That's quite enough from Phil, who proceeds to describe a Torvill and Dean game. When this column was conceived, we never imagined the unspeakable horrors you might conjure forth from the fathomless depths of your twisted psyches. Next month, I want some almost serious suggestions; so keep your dream alive and pop it in an envelope addressed to: Gamefreak, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

**DEAR GAMEFREAK,**

**Q** Besides *FIFA Soccer*, are there any plans for more five-player games?

**A** On the football front, *World Cup Striker* and *Kick Off 3* can accommodate five players simultaneously through a multitap. But it's not the best way to involve five players, to be honest. There's also a forthcoming Hanna-Barbera license from Empire Software called *Crazy Cartoon Chase*, with Top Cat, Yogi, Quick Draw McGraw and the team running around an obstacle course. *Super Bomberman 2*, unfortunately, will still only feature four players (*Dynablaster* on the Amiga supported five).

**Q** I have seen that some Mega Drive carts are soon to be released which have extra joypad slots built into them. Will SNES carts ever have this feature?

**A** No, they won't. Codemasters have designed *Pete Sampras Tennis* specifically for the Mega Drive, and they've never shown any enthusiasm for the SNES. Besides, the extra cost of manufacturing a different style of cartridge would be passed straight on to the consumer: so you might as well get a multitap, which works with lots of different games.

**Q** As *Mortal Kombat* and *NBA Jam* were such great games, have Acclaim and Midway got any plans for any other SNES conversions?

**A** Following our lead news item in *SP*20, it seems that Acclaim will retain the home format rights to any future *MK* or *NBA Jam* games after all – and *NBA Jam II* is definitely in the pipeline. Otherwise, Acclaim will be concentrating on their own projects, including *True Lies*, a James Cameron/Arnold Schwarzenegger film tie-in, and *Batman 3*.

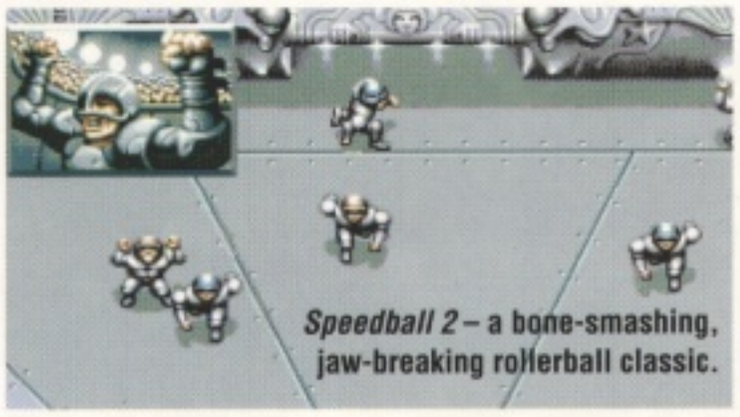
**Matthew Collis, Woking.**

**DEAR GAMEFREAK,**

**Q** Will the *Sensible Soccer* game on the Amiga where you can buy and sell players be converted to the Super Nintendo?

**A** Yes, it will. *Sensible World Of Soccer* is due to appear on many other home formats including the SNES, although Sensible Software will not be handling the actual conversion work themselves.

**John Cenic, Leicester.**



*Speedball 2* – a bone-smashing, jaw-breaking rollerball classic.

**DEAR GAMEFREAK,**

**Q** I have an Amiga, a PC and a SNES. The first two both have versions of *Speedball 2*, and I was wondering if it would ever come out for the SNES as it's truly brilliant. If so, do you think that it would be as good as (or better than) on any other format?

**A** Good question, excellent game. When we interviewed Eric Matthews of the Bitmap Brothers way back in the Christmas of 1992 (*SP*3), he expressed his enthusiasm for upgrading the game to produce *Speedball 3* specifically for the SNES. Tragically, not a single software publisher has taken him up on the offer.

**Q** I have *NBA Jam* and want to invest in a multitap. I want to know which you recommend, as I have more than one version.

**A** More than one version of joypad, do you mean? We can't really endorse one 'tap over another as we have yet to benchtest Fire's Tribal Tap or any of the recent imports. However, you might be interested to know that the *Super Play* team has been using Hudson Soft's Super Multitap quite happily since issue 5 – well over a year – without any problems of incompatibility with machines or controllers. It's now widely available in this country too.

**James Santos, Reading.**

**DEAR GAMEFREAK,**

**Q** Have you got any information on the release of *Jungle Strike*?

**A** The Super Nintendo conversion is currently in the hands of Gremlin, who are still working hard on it. An official release date of early October '94 has been pencilled in.

**Q** Will *Breath Of Fire* be released in the UK?

**A** As Capcom were sitting on it doing nothing, Squaresoft thoughtfully stepped in and picked it up for US translation. Don't hold your breath for a UK version, though – look how long we've been waiting for *Secret Of Mana*. Anyway, it's going to look a bit old-fashioned by the time it arrives...

**Paul Goddard, Reading.**

## GOT A QUESTION?

**Then ask the Gamefreak. He's the expert. And he's got all the answers. His address is:**

**Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.**

# MODE 7

By Allan Brett

## CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

**Yes, slam on the bacon and egg toastie, plug in *NBA Jam* (with dunk tip on) and stick on some Grooverider. Indeed, few things in life can possibly be as good as that described above. Except Mode 7 with its fabulous selection of tips, cheats and codes. But don't forget that Mode 7 will only remain the international summit for top tips with your input – and remember that a *Super Play* pen is the prize if your name appears. All tips and cheats should be sent to Mode 7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.**

### MEGA MAN X

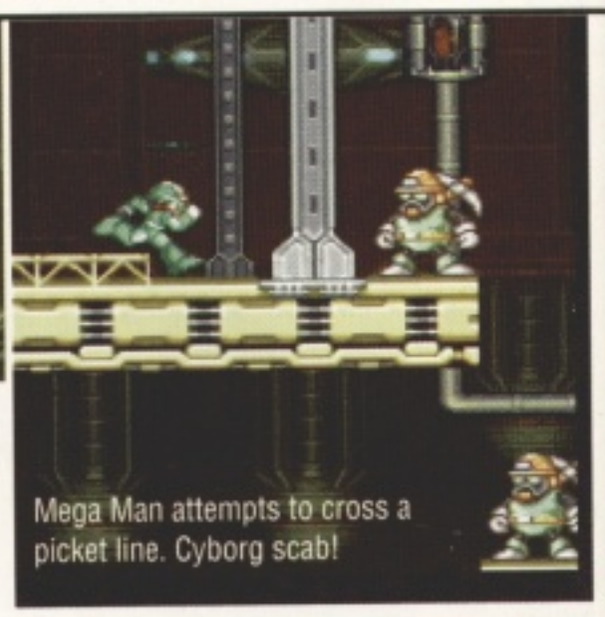
**(Capcom) *SP*17: 88%**

● **Perform Ryu's fireball**

Now isn't this what real game cheats should be? First, enter this code to get a full energy bar, all four sub tanks, gun, helmet, boots and armour with all eight levels finished:

**8441, 2176, 4423**

Now go to the Armor Armage stage and collect the energy capsule located above the door leading to the Boss Room. Exit immediately using the escape unit on your inventory screen and repeat this collection another four times. On the fifth instance, you'll find a power-up capsule instead: step inside and Dr Light, who's wearing Ryu's clothes, will give you a fireball capacity that kills anything – even bosses – with one shot. It's performed just as in *SFII* (DOWN, DOWN-TOWARDS, TOWARDS and FIRE), but you'll need a full energy bar to use it.


Mega Man attempts to cross a picket line. Cyborg scab!

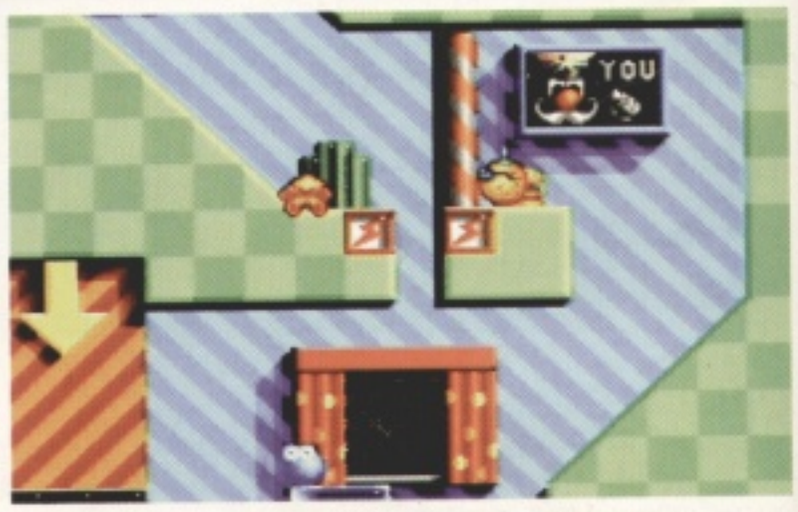
### SUPER PUTTY

**(System 3) *SP*13: 84%**

● **Infinite lives**

It appears that we missed this cheat out of an earlier Mode 7, but here it is now, courtesy of Deakin Scott from Surrey. During the game, press PAUSE and enter R, A, L, L, Y – if the screen adjusts you know it's worked. That RALLY is a good tip, eh? (*Don't you ever try anything like that again – Ed*)

With our cheat, this game will be putty in your hands. (*Oi – Ed*)




# ASK ALLAN

## INVALUABLE MONTHLY GAMING ADVICE

**Yes, yes, yes it's time for *Super Play*'s top tipster to dispense some more of his boss-beating, level-smashing, object-finding knowledge to those of you who are at your wit's end.**

**DEAR ALLAN,**
On *Zelda* I have found two bottles (one from the bottle seller and one from the inn). Where are the other two?
**Haydn Bottomley, Sowerby.**
**ALLAN SAYS:**
Well, the first place you should try is under the bridge near Lake Hyrule; you can reach it by travelling up the stream in the top right corner of the lake. The other bottle is found in Dark World where the blacksmith's should be. After you have reunited the blacksmith with his partner, go to the blacksmiths in Dark World and take the chest to the ex-thief near the desert and he'll open it up for you.

**DEAR ALLAN,**
On *Super Star Wars* we can't defeat the Imperial Defense Droid. Please help us.
**Ken Mohd and Johor Barhu, Malaysia.**
**ALLAN SAYS:**
Before you reach the Droid try to get your blaster powered up to at least level three. When you confront the boss, slide underneath him and blast him from behind when the mid-section opens up.

**DEAR ALLAN,**
Is there any specific way to do Ken's triple-hit Dragon Punch in *SFII Turbo*? I've been told loads of different ways but they're not very reliable, what should I do?
**Spiceman (Spiceman?) Somewhere.**
**ALLAN SAYS:**
It appears there is a bit of a myth as to how you actually do it – everyone has their own favourite way. Even those who pull them off every time can have trouble identifying what they press and when they press it, because it becomes instinctive and the player no longer has to think, it just happens. Personally, I think that the easiest way to do it is by pressing Punch followed by Dragon Punch – it takes a bit of speed and practice.

**DEAR ALLAN,**
I've got *The Last Action Hero* (*Oh, as you so rightly say, dear – Ed*) and it's too hard, so could you tell me any cheats for it?
**Michael Ballantine, Selkirk, Scotland.**
**ALLAN SAYS:**
Actually Michael, there is a superb (and highly satisfying) hidden sub-game called *Silicon Flyer* to play on your cart. First you will need something to strap around your cart; an old pair of tights or some string will do fine. Now stand in front of something large and solid (a block of flats, perhaps) and swing the cart around at high speed (you can see what's coming can't you?). Now smash it to bits on the wall and see if you have beaten the high score of 734 separate pieces. Apparently, this great game comes built-in as standard on all crap game carts.

**DEAR ALLAN,**
My problem is on *Street Fighter II Turbo*, I can't seem to be able to perform Bison's Jump Punch, Crouch Punch Psycho Crusher Combo. What am I doing wrong?
**Martin Diack, Northwich, Cheshire.**
**ALLAN SAYS:**
I'm afraid to disappoint you, Martin, but I don't think that this can be classed as a perfect combo. The Psycho Crusher doesn't kick in fast enough to keep the fluidity of the combo going, and it only takes a split second to put your guard up.

**DEAR ALLAN,**
I'm stuck on *Mega Man X*. I can only beat Chill Penguin. I can get to all of the other bosses but I can't beat them. Help!
**Stephen Campbell, Portsmouth.**
**ALLAN SAYS:**
Right, after beating Chill Penguin use the Ice Shotgun to defeat Spark Mandrill. Now use Electric Spark to defeat Armored Armadillo, then use Rolling Shield to get rid of Launch Octopus. Go to fight Boomer Kuwanger and use Homing Missiles to defeat him. Use his Boomerang Cutter to dispose of Sting Chameleon, who'll give

## KIKIKAIKAI (POCKY & ROCKY)

### (Natsume) *SP*5: 88%

- **Hidden power-ups**
- **That level select**

It might look cute, but this game is tougher than a Doc Marten sandwich. Here's some help for those of you who want to see more of its lovely graphics. First up is a tip from Matthew Bray of Bury, Lancs, who has found the hiding places of those generous little spirits who shower you with power-ups.

**Level 1:** After the skeletons appear, shoot the toad on the lily pad.
**Level 2:** Shoot the turtle on the raft.
**Level 3:** Hit the graves to the right of where the first blue zombies appear.
**Level 4:** Shoot the eagle for some bonus help.
**Level 5:** Look in the first fireplace after the rolling iron balls.

There must be one hidden somewhere in Level 6, we reckon – is anyone hard enough to have reached this bit and found it? No? Well then, maybe it's time we reprinted our little cheat from *SP*8.

On the character select screen press and hold X and Y, then press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B and push START to see a level select menu appear. This should also work for the US version, *Pocky & Rocky*.

'Look at the state of this place. Don't you ever tidy it? Just look at the rust on those manacles.'

## DAFFY DUCK

### (Sunsoft) *SP*15: 65%

- **50 lives**

Well it's not really going to set the world alight even if it was doused in petrol. However, an anonymous cheat has been donated to help those of you who bought *Daffy Duck* to get a hefty load of lives and a few power-ups from the start. When the screen displays the title WHERE THERE'S DUCK THERE'S FIRE enter LEFT, LEFT, RIGHT, RIGHT, Y, A, B and X. If you've done it right you'll hear Daffy shout 'Mother!' and you can start the game with 50 lives and a couple of power-ups.

Take that, you nasty bird-like creature from Jupiter you!

'A must-buy', according to Jason Brookes in *SP*5.

## CYBERNATOR

### (Konami) *SP*5: 91%

- **Sad ending**

DAMN! I've just sold my *Cybernator* cartridge and in rolls this tip for a new ending that I never even got to see. Damien Jordan is the man responsible, so hats off to him.

What you have to do is finish the game without completing all of the missions. In case that sounds a bit silly, try failing Missions 3 and 5: Don't destroy Arc Nova's engines on Mission 3 and don't destroy the shuttle on Mission 5, just let your jetpack run out of fuel. Enjoy the ending, it really rubs it in that you've failed, er, apparently.

## BATTLETOADS VS DOUBLE DRAGON

### (Tradewest) *SP*16: 37%

- **Mega Warp Zone**

I'm terribly sorry if you have this cart. Small consolation it may be, but here's a helpful little skank. For a level select and 10 extra lives, press UP, DOWN, DOWN, UP, X, B, Y, A and START on the character selection screen. Would you believe this was programmed by Rare, who are now involved in software development for Project Reality? Yikes. Must have been a bad day.

Yep, the cheat works! (Shame the game's a bit crap, though.)

you the Chameleon Sting. Use the Sting to beat Storm Eagle, who'll give you the Storm Tornado which you can use to sort out Flame Mammoth. Does that help?

**DEAR ALLAN,**
Can you tell me how to get to Star Road on *Super Mario World*?
**Thomas Crocker, Victoria, Australia.**
**ALLAN SAYS:**
There are five different ways to get onto Star Road, but I would say the easiest is probably by swooping under the end-of-level gate on Cheese Bridge and flying UP and RIGHT – you will see a second gate. Take this and a new route will open up to take you to Star Road.

**DEAR ALLAN,**
I'm stuck on *Super Probotector*, I just can't get through the game on the hardest difficulty setting. Have you got a cheat for extra lives or something?
**Robert Essex, Nonamesville.**
**ALLAN SAYS:**
Hah, *Super Probotector*, call me a fussy old git but I think that the blokes in *Contra Spirits* look a lot harder than those crappy robots. Anyway, as for your request, try this tip for 30 lives: on the title screen press RIGHT, DOWN, DOWN-RIGHT, RIGHT and START – but do it fairly quickly or it may not work.

**DEAR ALLAN,**
On *Starwing* I have heard that there is a secret level to be found on the Asteroid Belt. I would also like to know if you can rescue Fox McCloud's father from the Black Hole.
**Jonathan Mills, Plymouth, Devon.**
**ALLAN SAYS:**
Firstly, I would like to say that you haven't a hope in hell of finding Fox's father because I myself have searched the Black Hole thoroughly and he is nowhere to be seen. As for your other question, you're in luck. Start Level 3 (the bottom one), and when you are on the Asteroid Belt shoot the second large asteroid you see; after sufficient blasting an egg will fly out and a huge bird will hatch from it. Fly into the bird to be warped to another dimension.

**DEAR ALLAN,**
Where is the power bracelet on *Super Ghouls 'n' Ghosts*; and once you have it, how do you defeat the end-of-game boss?
**Craig-James Speirs, Glasgow.**
**ALLAN SAYS:**
After you have been through the game once and have been sent back to the start, try to get fully powered up with Gold Armour, Super Shield, etc as soon as possible. Once fully powered up the next chest you open should contain the Power Bracelet. To defeat the end-of-game boss is shockingly simple. Stand directly underneath him and when the little platforms fly out of the mouth in his belly jump onto one of them – but only if he has already fired his huge spray of lasers, otherwise you will get knocked off the platform. Should you manage to stay on a platform, give him a damn good pasting when you draw level with his head.

**DEAR ALLAN,**
On *Super Mario All Stars: The Lost Levels*, World 8-2 I can get to the end of the level, but there is a dead end that I can't get past. What should I do?
**Jason Terry, Bradford, West Yorkshire.**
**ALLAN SAYS:**
Well for a start, if you're reaching the dead end where you have to go down the pipe you're going seriously wrong. What you must do is bounce on the red turtle which is hovering beneath a block. By bouncing off the turtle to head-butt the block you will uncover a secret vine which will take you to the exit.

**DEAR ALLAN,**
On *Secret Of Mana* I can't find the Faerie Crown, Faerie Cloak and Amulet Ring.
**Jason Doe, Hackney, London.**
**ALLAN SAYS:**
They are all found in the Mana Fortress, it's just a case of hanging around and defeating monsters until you find one of said items in a chest. You never know, you may find something even better – like the Power Suit or Faerie Ring.

### ONE FINAL WORD

**Okay, I said I'd beat your *Mana* times and I have – 22 hours, 52 minutes. Bloody good, eh? Anyway, no more times please – unless they're better than mine.**

**SEND YOUR LETTERS TO:**
**Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.**

# ACTION REPLAY CODES

**Time once again for me to wade through the ever-swelling pile of codes to find something a little different (and not *SFII*-related). Unfortunately, some of the little blighters got through to nestle in this cosy bit below.**

**STREET FIGHTER II TURBO**
7E054A1A – Player 1 electrifies when hit
7E074A1A – Player 2 electrifies when hit
7E05F11A – Player 1 burns when hit
7E07F11A – Player 2 burns when hit

**NBA JAM**
7E0A9601 – On fire all of the time

**F-ZERO**
7E00AB0E – Will let you drive off the track after a lap or two

**SIM CITY**
7E0B9DF9 – Free industrial, commercial, residential sites and free road and rail

**NBA SHOWDOWN**
7E16E1FF – Nobody can score
7E12E501 – Wild crowd

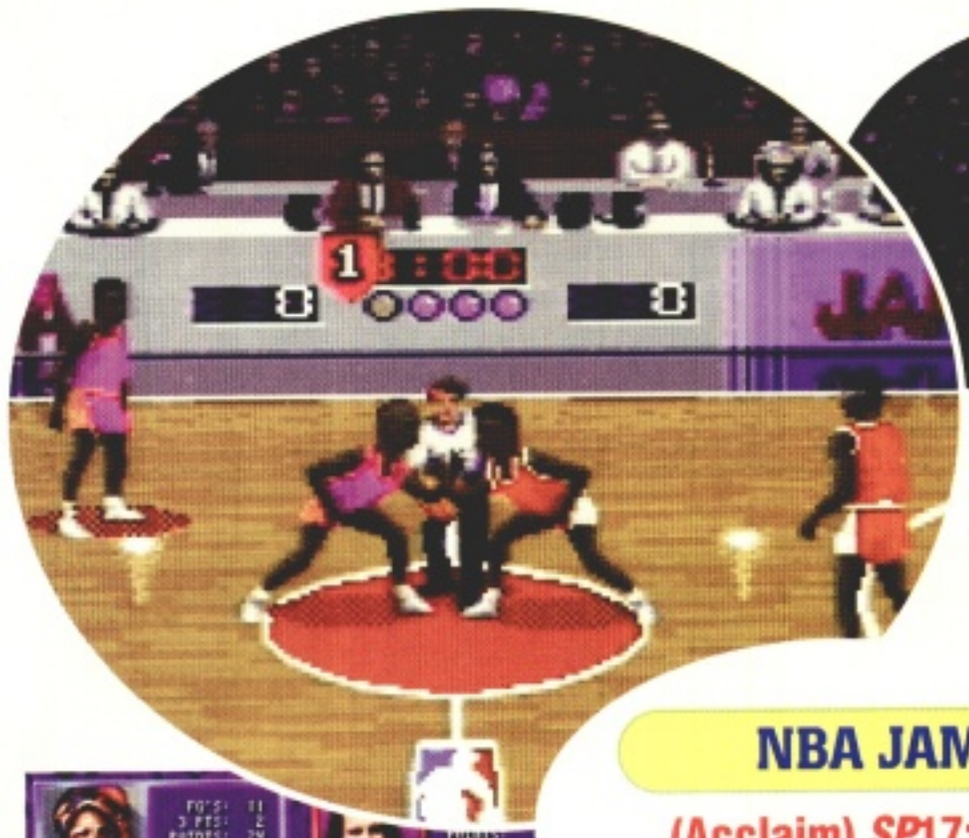
## SUPER SWIV

**(Storm) *SP*6: 82%**

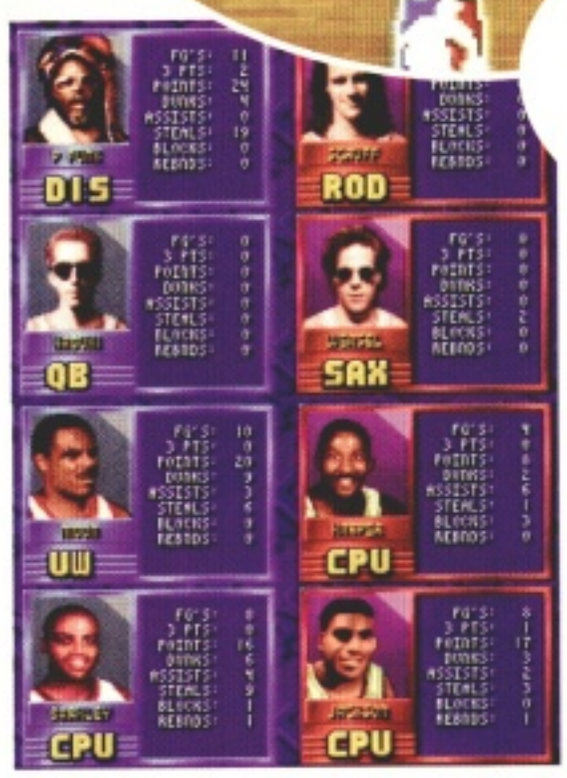
- **Control both vehicles on a one-player game**

Kevin Mahoney sent in this little oddity to control both the jeep and helicopter on a one-player game. On the title screen press SELECT to bring up the option of a two-player game, then press A and START at the same time to activate the cheat. Just as well, because who wants to be stuck on the ground with all those tanks and flame-throwers?

Possibly Storm's finest hour, *Super SWIV* is a pretty fine shoot-'em-up. And you can now pick it up at a very reasonable budget price.



There's a rumour that Granny Johnson was removed from the finished version, but keep looking. There are more, I'm certain.




Nobody disses the Parliament of Funk, assembled here for a new term of office.

73% – pretty good odds, in my book.

## NBA JAM

**(Acclaim) *SP*17: 87%**

- **More hidden players**
- **Power-up turbo**
- **Power-up defence**
- **Power-up interceptions**
- **Power-up slam dunks**
- **Permanently 'on fire'**
- **Percentage chances revealed**

Well blow me down if this lot of *NBA Jam* cheats aren't even better than last month's. Several new secret players have come to light, but nobody has uncovered those fabled codes to play as Jordan, Granny Johnson or Rayden from *Mortal Kombat*. However, we have at last found the code to play the game's other Clinton – George Clinton, to be precise, that P-Funk supremo of Funkadelic fame. You'll need to enter a space as the last character for Kabuki and Moon.

**SCRUFFY:** Enter ROD, hold L, R and START and then press X.
**WEASEL:** Enter SAX, hold L, R and START and then press X.
**KABUKI:** Enter QB–, hold L, R and START and then press X.
**P-FUNK:** Enter DIS, hold L, R and START and then press A.
**WARREN MOON:** Enter UW–, hold L, R, and START and then press A.

Whaaat??! These aren't good enough for you? Okay then, how about a tip for Infinite Turbo to wipe away those 'I'm not fast enough' blues? On the Tonight's Match Up screen, press X six times and hold Y, B and A until the tip-off. Personally, I prefer the juice code for its superior speed.

So you don't like Infinite Turbo either, eh? What about a Super Defence to annoy your mates as none of their shots go in? Press any button five times (holding it down on the fifth press) on the Tonight's Match Up screen. As long as you don't goal-tend you should be able to stop almost any shot.

Not impressed? Then how about being permanently 'on fire' *and* having Infinite Turbo? On the Tonight's Match Up screen, press any button seven times and then hold UP, Y and B together until the tip-off. Now you can look impressive from the very start of the game.

So you're still not satisfied, eh? Well you can like this one and shut up because I'm running out of tips here. It's for Super Interceptions, creating more steals than Dick Turpin on the road to York. Press any button 15 times, holding it the fifteenth, whilst rotating the D-pad through 360° on the Tonight's Match Up screen until the tip-off. Claiming the ball from your opponent will be like stealing candy from a baby, hurk hurk hurk.

It seems that we owe an apology to Oliver 'Baz' Barrett, who wasn't ribbing us with last month's cheat (although he didn't know quite how he'd done it, obviously). Graham Duffy has dashed in to save his honour and to bring us this: on the Tonight's Match Up screen press any button once and then hold DOWN, B and A together until the tip-off. Now, whenever you take a long pot-shot at the hoop, a box will appear telling you just what sort of percentage chance you stand of getting it in. You can actually use this to improve your jamming and to suss out successful three-pointers.

And I've got another cheat – what do you mean, you like the last one? I was saving this one for the end because it's so luxuriantly, velvetly sumptuous. Believe me, this one really has to be seen to be believed. It's for Super Power Slam Dunks and I absolutely love it. We are talking dunks from the half-way line here. On the Tonight's Match Up screen press any button 13 times whilst rotating the D-pad through 360° and, on the last press, hold the button down until the tip-off. Prepare yourself for a shock.

# GAME GENIE CODES

**Yet again it's a dry month for Game Genie owners, with nothing here to shout about.**

**TMNT TOURNAMENT FIGHTERS**
DCCA1405 – Leonardo is replaced with Ratking
D8CA14A5 – Raphael is replaced with Karai

**CLAY FIGHTER**
6280DD6F – Enables Blob's bomb move
DD4A8548 + DD9CE53E – Always fight Bad Mr Frosty after the first match
DD4A8548 + D69CE53E – Always fight N Boss after the first match

**Come on you lot, we need more Game Genie codes. So get cracking and send them in to: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.**

## MORTAL KOMBAT

### (Acclaim) *SP*11: 81%

- **Sonya specials**
- **The last word**

Was there ever a month when some cheat or tip for *Mortal Kombat* didn't appear in our illustrious column? No, I don't think there was, and this month is no exception. Amardeep Sohal of London has found a strange bug which sends computer opponents flying around the screen.

Select Sonya and fight through to the Endurance Matches. When the fight starts, jump back into the corner and stay there, then perform Sonya's Leg Throw on the opponent non-stop (even before the opponent recovers from the previous Leg Throw), until the enemy is dead. Your foe will then fly around the screen until the next round. From the next round onwards, as a result of this, all hits and special moves (except for throws) will have no effect on the fighters. Odd.

Okay everyone, listen up because this is important. Not long ago a certain official Nintendo mag thought they would unleash their razor-sharp wit upon the nation by bringing you the April fool *Mortal Kombat* blood cheat (pass the needle and thread, I think my sides have split. Whoops! there goes a kidney!). As it happens, many people fell for it and now *Super Play* brings you a selection of sad gits who thought that they would try to steal the limelight by sending the cheat to me.

Sadly, these individuals didn't bother to check if the tip worked (bar one who tried for *seven hours* and phoned up the special hotline to be told it was a joke – and he still doesn't know whether it should work or not!). So get your rotten fruit and veg ready and welcome to the stocks S Symes from Hull, Dave Hardcastle of Redhill, Surrey and 'X' from Lincoln (Ripon Street, to be precise, so don't think that a crafty pseudonym will disguise you from your friends, 'X'). The lesson to be learnt is never submit cheats of this calibre if you haven't checked them out first.

## MYSTICAL NINJA 2

### (Konami) *SP*17: 90%

- **That secret, secret level**

It appears that in my Super Player's Guide a couple of issues back I wasn't specific enough as to how you actually get to the Haunted House of Horrors. Well, fear not, because this is exactly how you do it: first you should complete the game and then talk to the girl in one of the huts on Stage 6, Level 3. She's wearing a purple suit and has green hair (some of you will recognise her from the first game). Once you've talked to her go to the Fairground Isle and speak to the woman in the castle. Then go and play all of the games on the Fairground Isle. When you have done that, press PAUSE and you'll see you've collected four devil icons in the little box at the bottom. Now go and talk with the woman in the castle and she will let you in.

## FATAL FURY 2

### (Takara) *SP*19: 79%

- **Super special moves**

Some of you have been asking for super special moves, so courtesy of Ian Chan and Deakin Scott (again), here they are in all their glory. (All moves shown when facing right.)

**Joe Higashi:**
RIGHT, LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT and press B and X.

**Mai Shiranui:**
RIGHT, DOWN-LEFT, RIGHT and press B and X.

**Big Bear:**
RIGHT, DOWN-RIGHT, DOWN, DOWN-LEFT, RIGHT and press B and X.

**Kim Kaphwan:**
DOWN, DOWN-LEFT, LEFT, DOWN-LEFT, RIGHT and press B and A.

**Cheng Sinzan:**
Charge DOWN-LEFT and then press DOWN, RIGHT and press B and X.

**Jubei Yamada:**
Charge DOWN-LEFT and then press DOWN, DOWN-RIGHT and press B and X.

**Terry Bogard:**
DOWN, DOWN-LEFT, LEFT, DOWN-LEFT, RIGHT and press B and X.

**Andy Bogard:**
Charge DOWN for a couple of seconds and then press DOWN-RIGHT, RIGHT and press B and A.

You should never lose again – in fact, it's worth getting your head kicked in just to see your opponent's face as you suddenly wipe off half of his or her energy. Don't forget that these moves only work when your energy bar is flashing red.

You can be one of the toughest street fighters in the world. Shyeah.

## STREET FIGHTER II TURBO

### (Capcom) *SP*11: 96%

- **Changing character names**

This Action Replay 2 fiddle from that venerable pokemeister Ian Crome of Norwich is so good that we had to bring it to you in full. These codes allow you to write your own name on the screen so that now, in a bizarre turn of the tables, the bosses can 'be' you...

7E17 A4xx Player 1
7E17 BBxx Player 2

These are the starting addresses for the character names, where xx is the code of the letter you want to enter. Here's a list of the letter codes you'll need:

| | | |
|---|---|---|
| A – 41 | J – 4A | S – 53 |
| B – 42 | K – 4B | T – 54 |
| C – 43 | L – 4C | U – 55 |
| D – 44 | M – 4D | V – 56 |
| E – 45 | N – 4E | W – 57 |
| F – 46 | O – 4F | X – 58 |
| G – 47 | P – 50 | Y – 59 |
| H – 48 | Q – 51 | Z – 5A |
| I – 49 | R – 52 | space – 20 |

For player 1 you must increase the address for each subsequent letter. To play as 'Ian', for example, you would need to enter the codes **7E17 A4(49), 7E17 A5(41), 7E17 A6(4E)**. If you're writing over a name longer than your own (ie Blanka) then you will also need to add some spaces at the end.

For player 2 you must decrease the address for each subsequent letter and write your name backwards, ie **7E17 BB(4E), 7E17 BA(41), 7E17 B9(49)**. As ever with these codes, an understanding of hexadecimal helps.

The same principle applies for writing your name at the top of the high score table. Enter your three initials in **7E1C 43xx, 7E1C 44xx, 7E1C 45xx** and you'll never be beaten on points.

## PLOK!

### (Tradewest/Nintendo) *SP*14: 90%




The vehicles really make this game, so don't sneak a look at this level until you finish it.

- **Secret level**

That man Crome is a codes genius! He's just found a programmer's test screen which is completely inaccessible from within the normal game (developers Software Creations have confirmed this). However, with the application of a single Action Replay code you can enter the Secret Warp Test Drive. As the name suggests, this level is packed with every type of vehicle and power-up in the game, so you can give them all a spin. The code should work with both US and UK versions: **7E18 000A**

Ian also adds that he missed out a warp in his last tip. It's directly below your starting point on Dreamy Cove, and you'll have to bounce in and out of the water to hit the fruit. We congratulate him on his top tipping and his memory of Tim Follin's six-channel Speccy sound program.

## THE END!

**Well, I'm afraid that's all for this month, but remember to keep your cheats flooding in. Get your tips to literally break down the doors of *Super Play* before next month and a cool pen will be winging its way to your doorstep.**

**Mode 7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.**

# WIN! WIN! WIN! WIN! WIN! W

# A HOLIDAY

Yes, you could be staying for six days at a first-class hotel just 15 minutes from the centre of Japan's bustling capital city. All you have to do is answer the question on the discount card which comes free on the cover of this issue of *Super Play*.

You're probably wondering what that card is doing on your copy of *Super Play*. In fact, it's very useful indeed, so make sure you hang on to it. The card has three functions:

1. By completing it and taking it to a participating HMV Games Store (see the list in the box at the bottom of this page), you can get 20% off the recommended retail price of *Skyblazer* and *Equinox* SNES carts. Simply hand over the filled-in card at the till with the game(s). This offer is open until 19 June 1994.
2. When you present the card, you automatically get entered for the Sony Electronic Publishing Ltd six-day trip to Japan for two people. Just make sure you've filled in the answer to the question on the back of the card, as well as your details.
   - If your answer is right, you could win a six-day holiday at the Shiba Hotel, in the heart of downtown Tokyo. It's a first-class establishment, within easy walking distance of the city centre, and just seven minutes from the station (where you'll be able to catch the famous bullet trains).
   - Included free in the holiday are the transfers from and to the airport, three meals a day and a one-day guided tour of Tokyo. Full insurance is also included. Not included are the cost of drinks and personal spending money.
   - Entrants under the age of 18 are not permitted to travel without a parent/guardian.
   - It's not necessary to purchase *Equinox* or *Skyblazer* to enter the holiday to Japan competition, and you may take the holiday when you wish – as long as it's during 1994.
3. Hand over your card at an HMV Games Store, and you'll be eligible for a free annual Sony fanzine/newsletter (exclusive to readers of *Super Play* and *Total!*), with information, news, offers and competitions relating to Sony's SNES line-up.
   - To make sure you qualify for this free newsletter, tick the box on the back of the card.

## THE COMPETITION

All those who hand over their correctly filled-in cards at the HMV stores listed will be eligible for the competition draw. The question which appears on the card (and must be answered) is:

**Q What is the capital city of Japan?**

- The closing date for both the discount and the holiday competition is 19 June 1994.

## PARTICIPATING HMV STORES

**Aberdeen** 247/251 Union St. **Aylesbury** Unit 6/7, Friars Square. **Birmingham** 38 High St. **Birmingham** 141 New St. **Blackpool** 59 Victoria St. **Brent Cross** Unit C13B, Upper Level. **Brighton** 61/62 Western Rd. **Bromley** 90/92 High St. **Cardiff** 51 Queens St. **Chester** 48/50 Forgate St. **Coventry** 54 The Precinct. **Croydon** 137 North End. **Dudley** Unit 65, Merry Hill Centre. **Dundee** 71/77 Murraygate. **Ealing Broadway** 2 Waterglade Centre. **Edinburgh** 129 Princes St. **Exeter** 191 High St. **Glasgow** Unit 6, Argyle St. **Glasgow** 154/160 Sauchiehall St. **Glasgow** 72 Union St. **Hanley** 212 The Potteries Shopping Centre. **Hull** 45 Whitefriangate. **Kingston** First Floor, Bentalls Centre. **Leeds** 9/11 Trinity St. **Leicester** 9/17 High St. **Liverpool** 22/36 Church St. **London** Level One, 150 Oxford St. **London** 363 Oxford St. **London** Trocadero, Coventry St. **Maidstone** 34 Week St. **Manchester** 21 & 90/100 Market St. **Mansfield** 38 Four Seasons Ctr. **Newcastle** 46/48 Northumberland St. **Nottingham** 38 Listergate. **Oldham** 29 Town Square Shopping Ctr. **Oxford** 44/46 Commarket St. **Portsmouth** 183/185 Commercial Rd. **Reading** 138/141 Friar St. **Sheffield** 34 High St. **Sheffield** 121/123 Pinstone St. **Solihull** 10/12 Mell Square. **Southend** 8/14 Queens Rd. **Telford** 31 Sherwood St, Telford Centre. **Thurrock** Unit 281 Lakeside Shopping Ctr. **Wakefield** 2 Kirkgate. **Warrington** 21/23 The Mall Golden Square. **York** 10a Coney Street.

# N! WIN! WIN! WIN! WIN! WIN!

# IN TOKYO!

## THE GAMES

### EQUINOX

*Super Play* reviewed this in issue 8, where Jason Brookes said that it had fabulous soundtracks, amazingly realistic sound effects and the type of gameplay which hasn't been seen on the SNES before. Never one to hold back from praise-lavishing when it's necessary, Jason concluded that *Equinox* is a polished arcade adventure with some of the most addictive and downright challenging action he'd seen. Highly recommended.

The game sees you escaping from a series of complex dungeons by solving the 3D puzzles in each room, firing the weapons you find at various small baddies and (with less regularity) big, and progressively more evil, bosses. *Super Play* rated *Equinox* at an impressive 90%, too.

### SKYBLAZER

Reviewed by Jonathan Davies in issue 14, your first impression of *Skyblazer* will be complete astonishment at the lovely, breathtaking graphics. As Jonathan mentioned, Skyblazer himself is a splendid character, with loads of expression.

Each new level brings not just a new set of backgrounds, but often a whole new way of playing as well. One minute you might be slipping and sliding through an ice world, and the next making your way up a rotating tower. Then, perhaps, you'll find yourself swimming through a load of tunnels, flipping switches, before being suddenly launched into a forced-scrolling flying section. You never know quite what to expect next from this huge game with its loads of levels and scrolling map to keep them all in order.

# PLAYBACK

## HYPER EXCITING READER'S VOICE



**This month in Playback: will Neko sue?; do we *really* need blood and gore?; more problems with adaptors; win a *Super Play* goody bag with the *Visions* challenge; violence versus perversity; the future of Nintendo; and servicing your Super Nintendo.**

### 'LITTLE INNOCENT SCREAMS'

I have bought your magazine since issue 1 and I like every bit of it, except for the cruelty to Neko.

I thought I should write to see if Neko would like a lawyer, I am available, my fees are nothing. I present cases for the good and banish the evil! I work alone, do my job and leave (reminiscent of *Vampire Hunter D*?).

I would like to hear how Neko feels about it. Okay, so Neko gets away with it by people subscribing, but who wants a tiger to be hurt – and an innocent tiger at that?

If Neko does want a lawyer he can call me anytime, I will hear his little innocent screams piercing the cold dark air for help while being tortured, even if no-one else does.

Don't worry Neko, somebody cares! Call me!

**Yours 'animetedly',**
**Bryan S Johnston,**
**(Protector of small, cute, innocent tigers and various other small animals), Manchester.**

A couple of points: firstly, you don't include any of your qualifications, and, frankly, we doubt your legal status. The mere fact that you are offering to provide counsel for Neko for nothing strikes us as a most un-lawyerly thing to do. By the way, lawyer is an American term; we call them solicitors, so that's another giveaway.

Secondly, Neko is actually a creation of Wil Overton's, designed to encourage people to subscribe to *Super Play*. In fact, more people subscribe to this magazine than any other console title in the UK. As well as getting special offers, a letter from me and saving money, they're avoiding the risk of the shops selling out. In conclusion, Mr Johnston, go away.

### 'CANNOT BE BOTHERED'

I would be very interested if you were to introduce a regular article on drawing techniques for anime style. I know you said you would do this if you had more than 100 letters, but I know a lot of people who would love you to do this regular feature but cannot be bothered to send their letters in, so this letter is also on behalf of them.

Oh, by the way, Wil Overton is an excellent artist and his best cover, in my opinion, is issue 18 (Spellbound). It is superb!

**Anyway, thanks a lot for listening,**
**Michael Jordan,**
**Master of Basketball,**
**Slam Dunkstead.**

OK. We've had enough anime letters now, and we're convinced. Next month, Wil is going to do an anime drawing guide. So get your pencils ready and so on. (*I don't use pencils, actually – Wil*)

### 'KEEP GETTING BETTER'

In reply to Barry Smith's letter in issue 19, I don't think that we need all the blood and gore in *Mortal Kombat*, and that Nintendo's policy of censorship is spot on. Let's face it, the gruesome effects in *MK* are only there to disguise the very average gameplay. Nintendo continue to produce brilliantly playable games such as *Mario Kart*, *Mario World*, *Zelda* and *Starfox* – I'm all for 'family' games.

In the arcades the machines you spend your money on might be the newest ones with amazing graphics, but on a home computer you need games that you'll want to play months after you bought them, like *SFII* and *Mario Kart*; which have such a depth of gameplay that you can keep getting better at them. If you're going to make a game with brilliant graphics you should spend equal time and money developing the gameplay. For this reason, I can't wait for *Stunt Race FX*.

**Thanks for listening,**
**Scott Fairbairn, London.**

Good point. Gore will never make a bad game good. But some would argue that lack of gore will make a good game worse. The worst thing about not having gore in *MK* (*Mortal Kombat*, not Milton Keynes) is that Nintendo are treating us like impressionable toddlers. Why should Sega fans get treated differently? They're not more mature or emotionally stable than us, so why should we be protected?

So *MK* is *MK*. If it was 'complete' it would have blood in it. It might not be any better for that, but we'd feel happier playing it.

### 'CRUSHING HIM TWO DEATH'

Everybody knows that the original death moves in *Mortal Kombat* for Sub-Zero, Kano and Johnny Cage were a bit sad, so I have some better ones for Nintendo to use in *Mortal Kombat II*.

When Shang shouts 'Finish Him!', Sub-Zero freezes two ice walls on either side of his opponent. The walls (which are complete with spikes) slam inwards, crushing him 'two' death! And how about this

### THE SUPER PLAY INTERESTING-O-METER

**Sizzling hot gossip or tepid tittle-tattle.**

**HOT**

- Nintendo's new VR hardware
- Old games being revamped – are they classics?
- What would *you* say to the software publishers?

**NOT**

- Adaptors
- Software piracy
- Violence in video games
- *Secret Of Mana* queries

### 'TO MY HORROR'

A few weeks ago I went to the States (Orlando in Florida), and was looking forward to buying a few games for my SNES. So I bought *Turtles Tournament Fighters* and *Secret Of Mana*.

I came home looking forward to playing the games, but to my horror *Mana* did not work on my Pro Action Replay adaptor. All I got was a screen with yellow blocks and dots, and writing saying 'This game is not designed for the Super Famicom or Super NES'. I wondered if *Turtles* would work – luckily it did.

Please could you help me by telling me if there's a cheat for the Action Replay, like the one for *Street Fighter II Turbo*, or if there is an old or new adaptor for the SNES that will run *Secret Of Mana* with no problem. If so, how much will it cost?

**Thanking you in advance,**
**Richard Johnston, Cardiff.**

We have yet to find an adaptor that works perfectly with *Mana*. Datel's Programmable Universal Adaptor, used with a special code (see this month's Gamefreak), will let you save your games to battery, but some graphics are glitchy. We urge all our readers to write to Nintendo UK and demand a UK release now. Up the masses!

one for Kano; he throws a grenade into his opponent's mouth. Then he/she explodes and bits go flying all over the place!

Finally, Johnny Cage. He fires his green fireball up in the air over his opponent. You hear a 'clang' noise, then a 300-ton weight drops out of the sky onto his opponent!

The other characters' death moves are pretty cool anyway. What do you think of mine?

**Yours faithfully,**
**Carl Bradley, Oldham.**

Cough! Splutter!

## 'WITNESSED YOU KILLING SOMEONE'

In your enjoyable *Visions* booklet you state that 'everything is either black or white; there are no grey areas and no grey characters'. Surely this is not the case. Both Golgo 13 and Crying Freeman are grey characters. Crying Freeman because he was an assassin. He may have joined the Samaritans after that, but this doesn't hide the fact that he was an assassin. Also, how come you consider it so heroic to spare the life of an innocent young woman who has witnessed you killing someone and so discovered your name? Like the average person in the street would have killed her? He may well be a hero, but not a 'white' character.

I don't get what you mean when you say Golgo 13 is a hero because he doesn't pass judgement on people he kills or the people who hire him. So you're saying you would admire and consider heroic an assassin who was hyper-efficient and didn't pass judgement on anyone? The dictionary definition of a hero is 'a man admired for his brave deeds'. Killing people for money requires someone with no morals and a pretty screwed-up mind. Not a hero.

**Yours sincerely,**
**Golgo-14, Bath.**

Well, yes. You're right, actually. But we were pastiching the style of the films in the text accompanying the *Visions* booklet. The Japanese view heroism and evil differently to us, and we were trying to show that in a clever way.

Incidentally, there's a prize of a *Super Play* goody bag and an original, signed Wil Overton rough of a *Super Play* cover, for the person who sends in a piccy of one of the *Visions* posters stuck to a wall in the coolest (or most bizarre) place possible. For example, if your dad's an MP, get him to stick one up in the Palace of Westminster, or if you live in York, let's see one on the vestry door of the Minster. Anywhere a bit different, in fact. Send your pics to: *Super Play* Manga Poster Compo, 29 Monmouth St, Bath BA1 2DL. The closing date is 15 August. Enclose an SAE if you want your piccy back.

# ENVELOPE ART!

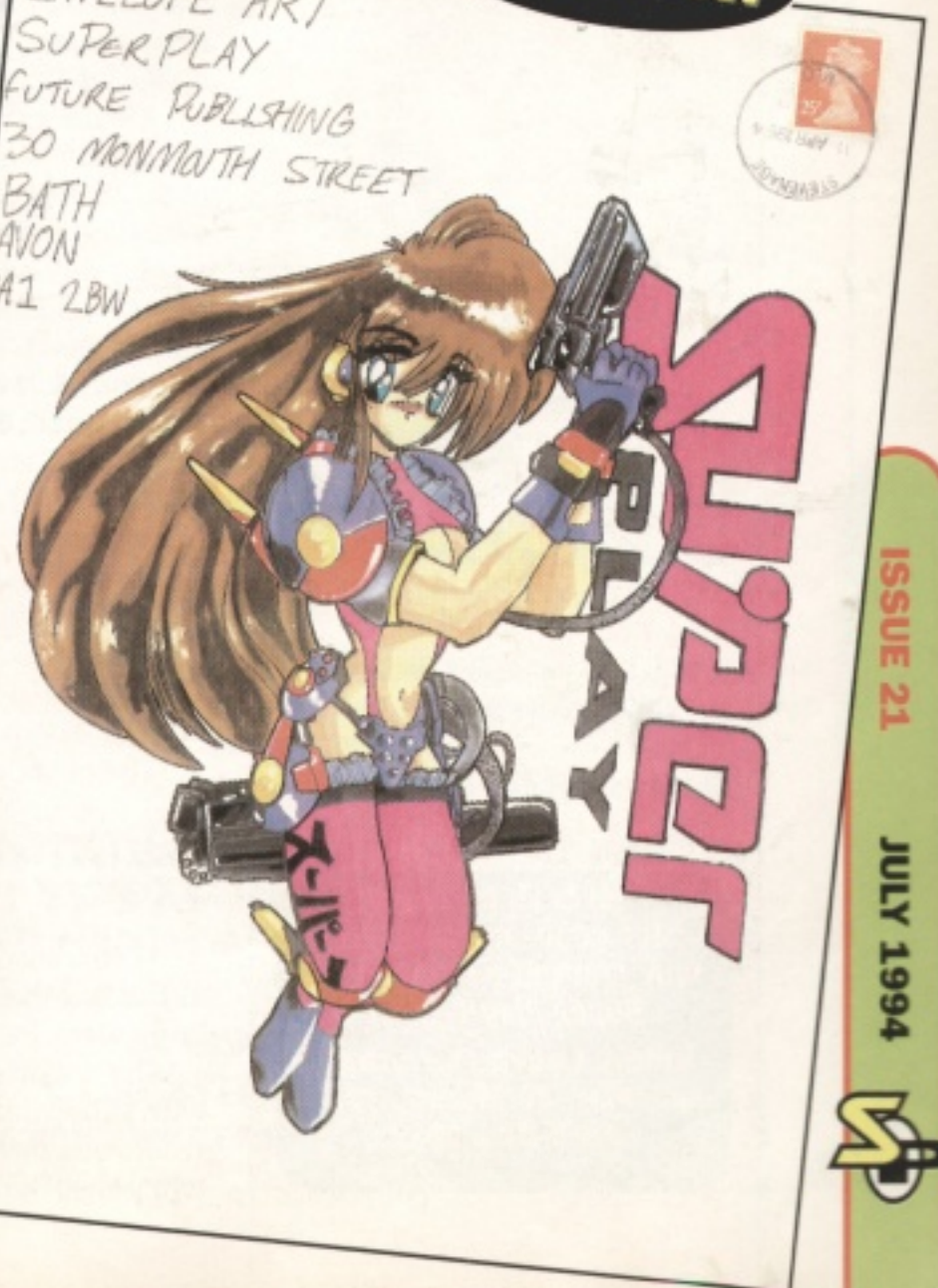
**Another month, and another chance to see the best of the envelope art that we've received in the office. What a talented lot you are! If you want to be in with a chance of winning a stylish *Super Play* T-shirt, then send your creation to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.**

**Characters from *Gaia Gensouki* by Graham Smith of Putroe, Bedford.**

**Above: Wolverine by Alex Polydorou from Ealing.**
**Left: The lovely Lum from *Urusei Yatsura*, drawn by Daniele Balestrier from Italy.**

**A gun-toting girl sent in by Perry Cucinotta of Stevenage wins the T-shirt.**

**WINNER!**




**Below: We think this is Fei Long from *Super Street Fighter*, but whoever sent it in didn't supply his name.**

## 'AFTER A BIT OF FIGHTING'

Are there going to be any more *3x3 Eyes* films? It said in the preview of *3x3 Eyes Part 1* (issue 7) that there are four episodes of it. Episodes one and two are on *3x3 Eyes Part 1* and episodes three and four are on *3x3 Eyes Part 2*. This tells anyone with a brain that there are going to be no more films.

The reason I ask is because *Part 2* ended so badly. I was expecting a *Part 3* where Yakumo would find Pai and, after a bit of fighting, they would get the Ningen, and Pai would become human. But none of this happened.

Are there any plans to make another film or are they just going to leave it with that terrible ending?
**From,**
**Paul Richards, Liverpool.**
Good news. There are four instalments of *3x3 Eyes* on the way. They are being finished in Japan, and will be released there in August. When (and indeed if) they appear in the UK is something nobody we've spoken to knows.

## 'RATHER ANNOYED'

In issue 18 a certain letter about American carts not converting on a UK machine interested me. I have recently bought *Tuff E Nuff* on import. When it arrived I put it in my Action Replay cart to convert it. To start with, I thought it had worked because the title screen came on and the introduction started. Then I was annoyed to find a message on the screen saying that the game wasn't designed for my SNES.

What converter will I need to overcome this problem?
**Vinny, Stockton, Cleveland.**
The answer to this is exactly the same as the answer to 'To my horror' in the box on page 80. So go and look it up there.

## 'OVER-THE-TOP PERVERSITY'

I've had my SNES since Crimbo '92 and have only one niggle with the system. But that, unfortunately, is a biggy. I own eight games (*Alien*$^3$, *Axelay*, *Legend Of The Mystical Ninja*, *The Lost Vikings*, *Starwing*, *Street Fighter II Turbo*, *Super Mario World* and *Zelda*).

I have finished six of them in under a month, including *Turbo* on the hardest level and at top speed. I've also finished the other five at the hardest they can be. The two that I can't complete are *Axelay* (half-way through Level 6 is my best), and *Mystical Ninja* (Level 8 after two weeks of play).

The point of this letter is to ask for advice. Could you give me a list of any good games (over 85%) which are nigh-on impossible to complete? No sports games or anything to do with Mario, please. Would either *Rock 'n' Roll Racing* or *Goeman 2* be worth buying? Oh yes, and no games designed to be finished, but it will take along time, eg *Secret Of Mana*. (*Eh? – Ed*)

Finally, could you recommend a manga film which is an 18 because of the violence, rather than the over-the-top perversity? My mum wasn't very happy when she saw *Urotsukidoji*. Would *Golgo 13* suit my needs?
**Andrew McNaughton, Sanderstead, Surrey.**
Try *Super Ghouls 'n' Ghosts*, *Kikikaikai* or *Xandra's Big Adventure* for challenging games that are difficult to finish.

As for a manga film, *Wicked City* has more sex than violence in it and is an 18 certificate. But you shouldn't be watching it unless you are 18 or over anyway.

## 'I'VE TREASURED EVERY ISSUE'

I've treasured every issue of *Super Play* I've bought, but here are some ideas for issues to come:
1. Why not give away free gifts with subscriptions, like in issue 1 where you gave away *Akira* and two issues free of charge?
2. Why can't you just reprint back issues when they sell out?
3. Why don't you give away more posters, cheat books or players guides free?
4. Finally, is there any chance of a *Super Play Gold* for 1994?
**Michael Ridley, Belfast.**
**1** Not a bad idea, although finding the right gifts is a bit tricky. We'll certainly bear this in mind.
**2**. It costs a fortune, and the demand isn't strong enough. People who want back issues can generally get them from other people selling them (see Supermarket). Besides, most back issues are still available on page 91.
**3**. We're giving more and more free stuff away with *Super Play*. Just look at the cover of this issue if you want proof!
**4**. It'd be nice, wouldn't it? We're planning to do one later in the year, but at this stage nothing has been sorted out.

## 'CHOKING IN THE DUST'

This letter is about Nintendo (what a surprise!) and the big company's future. Many people think that Nintendo have been left behind, choking in the dust of Sega and 3DO. I myself believe that Nintendo's new Project Reality will beat anything Sega has to offer now – and when it is released.

I think Nintendo have done the right thing by skipping (as it were) CD-ROM and going on to 64-bit machines. Obviously, when the wonder machine is released, Nintendo will be miles in front of Sega, and the machine is supposedly going to be sold at about £180; although I think that this price is a bit unrealistic.
**Andrew Hume,**
**East Molesey, Surrey.**
Thanks for the opinion, Andrew. You might be interested in our lead news story. We get a lot of letters about Nintendo's direction. Many are worried that the Super Nintendo will be superseded almost overnight, and some believe that Nintendo themselves might vanish in a sea of new machines.

Looking more than a few months ahead is always risky in this industry, but we'll bet Neko that a) the SNES will be around for a long time, and b) Nintendo will also keep up with any developments in the console world, be it CDs, optical drives, neural-net chips or whatever. *Super Play* will bring you the first news of any hardware developments, too.

## 'LOOK A BIT MANKY'

I've had my SNES for ages now, and I'm worried about the edge connectors on the carts. They look a bit manky, and I'm scared that they'll stop working and I'll never be able to play the carts again. Also, do the connectors inside the SNES get damaged by wear and tear too?

I'm contemplating cleaning the inside of my SNES with lighter-fluid. Would this be a good idea?
**Robert McIntyre, Fife, Scotland.**
No. Don't go near the inside of your SNES with anything even remotely resembling lighter fluid. You're certain to break it if you do.

As for the connectors. If you're careful (never forcing them or anything) then they'll be fine for years. But they can get mucky, especially if you keep them out of their boxes. Leaving an adaptor permanently in the SNES will protect the connector sockets from continual plugging in and out.

If there is any dust or whatever on the edge connectors, blow or brush it off with a duster. The rule to remember is – don't start faffing around with liquids with your SNES. They just don't mix.

## 'HIGHLIGHTS'

My name is Claire Maliska. I'm 11 years old.
**Claire Maliska, Fife.**
Hello Claire – The Team.

Thanks for the absolutely amazing *Visions* book given away with *SP*19.
**R Barker,**
**Bloxwich, West Midlands.**
You're welcome.

*Eastenders*, I ask you? Barf City! Barf! Barf! Barf! I'd rather watch *One Man And His Dog*.
**Peter Roscoe, Liverpool.**
Why don't you, then?

Why do men have nipples?
**Bryan Davies,**
**Grangemouth, Scotland.**
Isn't it obvious?

Anyway I'm sure you lot of never-ending knowledge can find some answers somewhere.
**Jared Stanley,**
**Mackay, Australia.**
Er... What was the question?

## KINDLY LEAVE THE STAGE

**We really are dredging the bottom of the barrel this month. Doesn't *anyone* know *any* good jokes?**

There are two fish in a tank and one of them says to the other 'How do you drive this thing?'.
**Jane Hughes,**
**Beckenham, London.**
3/10

Q What's the last thing to enter a fly's mind as it hits a car windscreen?
A Its bum.
**Michael Ridley, Belfast.**
2/10

Q What do you call a woman standing on the horizon?
A Dot.
***Big Issue* vendor, Bath.**
0/10

**Get 5/10 or above for your joke and you win yourself a stupendous *Super Play* T-shirt.**
**Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.**

## WRITE NOW!

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# WHAT CART?

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|

**KEY** The guide to *Super Play*'s percentage scoring method.

**90-100%** — Why haven't you got all these? Go on – buy them!

**70-89%** — Now these are worth considering, definitely.

**0-69%** — Most of these are best left on the shelf, we reckon.

| | | | |
|---|---|---|---|
| SP2 | **ACROBAT MISSION (JAP)** *Teichiku* | 38% | Despicably feeble vertically scrolling blaster. Avoid. |
| SP9 | **ACTION PACHIO (JAP)** *Coconuts Japan* | 42% | Boring and slow *Sonic* lookalike. |
| SP2 | **ACTRAISER (JAP/US/UK)** *Enix/Quintet* | 90% | Great combination of strategy and platform action. |
| SP16 | **ACTRAISER 2 (JAP)** *Enix* | 69% | Flashy presentation, but a disappointing step backwards. |
| SP1 | **THE ADDAMS FAMILY (JAP/US/UK)** *Ocean* | 82% | Enjoyable mix of puzzle, adventure and shoot -'em-up. |
| SP7 | **THE ADDAMS FAMILY 2 (JAP/US/UK)** *Ocean* | 90% | Huge, gorgeous-looking and fun platformer. |
| SP7 | **AEROBIZ (US)** *Koei* | 69% | Well-presented, but over-serious, airport management sim. |
| SP13 | **AERO THE ACROBAT (UK)** *Marubeni* | 84% | Fun platformer with functional graphics and huge levels. |
| SP15 | **ALADDIN (UK)** *Capcom* | 81% | Great to look at and very involving, but it's over too quickly. |
| SP18 | **ALCAHEST (JAP)** *Squaresoft* | 69% | A great looking slasher/blaster with clever power-ups. |
| SP15 | **ALFRED CHICKEN (UK)** *Mindscape* | 83% | Packed levels and a great central character. |
| SP9 | **ALIEN³ (US/UK)** *Acclaim* | 84% | Big and accurate movie conversion with great cosmetics. |
| SP6 | **ALIENS VS PREDATOR (JAP)** *IGS* | 28% | Unoriginal beat-'em-up. Neat idea but dire gameplay. |
| SP3 | **AMAZING TENNIS (JAP/US)** *Absolute Entertainment* | 80% | Looks nice, but the graphics restrict your view of the action. |
| SP10 | **AMERICAN GLADIATORS (US)** *Gametek* | 16% | Very sad attempt at reproducing the tacky gameshow. |
| SP1 | **ANOTHER WORLD (UK)** *Interplay* | 81% | Superb graphics and varied action, but it's a bit short. |
| | **ARCANA (JAP/US)** *HAL* | 65% | RPG which sounds good in principle, but is dull in practice. |
| SP13 | **ARCUS ODYSSEY (US)** *Renovation* | 57% | Bodged RPG/shoot-'em-up with virtually no gameplay. |
| SP1 | **AREA 88 (JAP)** *Capcom* | 91% | Exciting and brilliantly designed scrolling shooter. |
| SP15 | **ART OF FIGHTING (JAP)** *Takara* | 56% | Dull, unbalanced beat-'em-up with flat backgrounds. |
| SP5 | **ASSAULT SUITS VALKEN (JAP)** *NCS Masiya* | 91% | A brilliant, Japanesey shoot-'em-up with lovely graphics. |
| SP11 | **ASTERIX (UK)** *Infogrames* | 70% | An unoriginal but bright and cheerful platformer. |
| | **ASTRAL BOUT (JAP)** *A-Wave* | 40% | Decent-looking wrestling game with dodgy gameplay. |
| SP20 | **ASTRO GO! GO! (JAP)** *Meldac* | 51% | A poor attempt to copy *F-Zero*. |
| | **AUGUSTA MASTERS 3D GOLF (JAP)** *T&E Soft* | 79% | Graphically good golf game which plays okay. |
| SP2 | **AXELAY (JAP/US/UK)** *Konami* | 85% | Uninventive gameplay, but the graphics are gorgeous. |
| SP1 | **BART'S NIGHTMARE (JAP/US/UK)** *Acclaim* | 86% | Challenging, pretty and funny collection of sub-games. |
| SP7 | **BATMAN RETURNS (JAP/US/UK)** *Konami* | 87% | Straightforward, but beautifully realised, movie licence. |
| | **BATTLEBLAZE (JAP/US)** *Sammy Corp* | 42% | Beat-'em-up which looks and sounds okay, but plays awful. |
| SP19 | **BATTLE CARS (US)** *Namco* | 73% | *Mad Max*-style racing. Disappointing two-player mode. |
| SP3 | **BATTLE CLASH (US/UK)** *Nintendo* | 48% | Super Scope game with a fatal lack of variety. |
| | **BATTLE GRAND PRIX (JAP/US)** *Naxat* | 56% | Cumbersome driving game with a useless overhead view. |
| SP16 | **BATTLETOADS DOUBLE DRAGON (US)** *Tradewest* | 37% | A simple and incredibly boring scrolling beat-'em-up. |
| SP11 | **BATTLETOADS IN BATTLEMANIACS (US)** *Tradewest* | 80% | A fun beat-'em-up with loads of moves and fab animation. |
| SP5 | **BEST OF THE BEST (JAP/US/UK)** *Electro Brain* | 50% | The kick-boxing action here will soon get tedious. |
| | **BIG RUN (JAP)** *Jaleco* | 34% | Driving game with dire graphics and virtually no gameplay. |
| SP8 | **BIO METAL (JAP)** *Athena* | 71% | Unoriginal and marred by slow-down, but challenging. |
| | **BIRDIE TRY (JAP)** *Toho* | 28% | Truly terrible golf game with an appalling Mode 7 course. |
| | **BLAZEON (JAP/US)** *Atlus* | 42% | Crude and jerky horizontal scroller. |
| SP7 | **THE BLUES BROTHERS (JAP/US)** *Titus* | 68% | Fairly nice platform romp with a spurious film connection. |
| SP8 | **BOB (US/UK)** *Electronic Arts* | 54% | Awkward-to-control and average-looking platformer. |
| | **BOMBUZAL (JAP/US)** *Kemco* | 48% | Well-designed puzzler with dull graphics and gameplay. |
| SP14 | **BOXING LEGENDS OF THE RING (UK)** *Electro Brain* | 87% | Fab boxing game with variety and knockout graphics. |
| SP4 | **BRASS BOSS (JAP)** *Lazersoft* | 56% | Decent graphics, but basically just another beat-'em-up. |
| SP16 | **BRETT HULL HOCKEY (UK)** *Accolade* | 78% | A competent, well-constructed and enjoyable game. |
| SP10 | **BUBSY (US)** *Accolade* | 77% | Pretty and playable, if unadventurous, platformer. |
| SP19 | **BUGS BUNNY: RABBIT RAMPAGE (US)** *Sunsoft* | 58% | Just another mediocre platformer. |
| SP5 | **BULLS VS BLAZERS (JAP/US)** *Electronic Arts* | 83% | Good, solid and accurate basketball game. |
| SP4 | **CACOMA KNIGHT (JAP/US)** *Datam* | 36% | Tedious *Qix* copy with attractive graphics, but little else. |
| SP7 | **CALIFORNIA GAMES II (JAP/US)** *DTMC* | 22% | Multi-event sport 'sim'. Stupid games and poor graphics. |
| SP7 | **CAL RIPKIN JR BASEBALL (US/UK)** *Mindscape* | 70% | Atmospheric, but awkward to play, and ultimately boring. |
| SP1 | **CAMELTRY (JAP)** *Taito* | 52% | Ball-in-maze-type puzzler which is too easy. |

# SUPER PLAY'S GAME LIBRARY

## WIN! WIN! WIN! WIN! WIN! WIN!

**We've decided to tax your brains every month with our 'What Screenshot?' competition. All you have to do is study the numbered pics on all seven What Cart? pages and then write down which games they come from (in order). Easy! Send your answers to: What Screenshot? Compo, *Super Play*, 30 Monmouth St, Bath BA1 2BW. The winner gets a *Super Play* goody bag and the closing date is 13 August 1994.**

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP13 | CAPTAIN AMERICA (UK) *Mindscape* | 30% | Beat-'em-up with duff graphics and crap collision detection. |
| | CAPTAIN TSUBASU 3 (JAP) *Tecmo* | ?% | Football management, Jap style. Impossible to judge. |
| SP5 | CAVEMAN NINJA 2 (JAP) *Data East* | 58% | *Joe And Mac* sequel. Fiddly gameplay and titchy sprites. |
| | CB WARS (JAP) *Banpresto* | ?% | Anime-style scrolling beat-'em-up. Impossible to judge. |
| SP13 | CHAMPIONSHIP POOL (UK) *Mindscape* | 78% | If you must play pool on the SNES, then go for this game. |
| SP19 | CHAMPIONS WORLD CLASS SOCCER (UK) *Acclaim* | 66% | Ryan Giggs likes it, but we're not so keen. |
| SP7 | CHESSMASTER (US/UK) *Mindscape* | 55% | It plays chess all right, but the interface is badly designed. |
| SP6 | CHESTER CHEETAH (JAP/US) *Kaneko* | 58% | Bright, colourful platform game which lacks challenge. |
| SP18 | CHOPLIFTER 3 (UK) *Ocean* | 80% | A nostalgic helicoptery shoot-'em-up. |
| SP4 | CHUCK ROCK (US/UK) *Sony Imagesoft* | 61% | Imaginatively-designed platform game, but it's dull. |
| SP14 | CLAY FIGHTER (UK) *Interplay* | 85% | Lovely graphics which the gameplay can't quite match. |
| SP12 | CLAYMATES (US/UK) *Interplay* | 79% | Innovative and fun beat-'em-up, but it's too easy to finish. |
| SP16 | CLIFFHANGER (UK) *Sony Imagesoft* | 22% | A fourth-rate and wholly derivative game. |
| SP7 | CLUE (US) *Parker Brothers* | 46% | Unnecessary conversion of the *Cluedo* board game. |
| | COMBAT BASKETBALL (JAP/US) *Hudson Soft* | 26% | Plodding Amiga-derived *Speedball* clone. |
| SP5 | COMBATRIBES (JAP/US) *Technos* | 57% | Dull platform blaster. No imaginative levels or weapons. |
| | CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami* | 90% | Superb platform blaster with excellent two-player action. |
| SP14 | COOL SPOT (US) *Virgin* | 82% | Looks snazzy, but the platforming fun is short-lived. |
| SP8 | COOL WORLD (US/UK) *Ocean* | 52% | Gorgeous film-based graphics, but where's the gameplay? |
| SP3 | COSMO GANG (JAP) *Namco* | 70% | Fun two-player shoot-'em-up, but infinite continues spoil it. |
| SP7 | COSMO GANG: THE PUZZLE (JAP) *Namcot* | 58% | Colourful *Tetris*-inspired puzzler that soon gets dull. |
| SP5 | CYBERNATOR (US) *NCS Masiya* | 91% | See *Assault Suits Valken*. |
| SP15 | DAFFY DUCK (UK) *Sunsoft* | 65% | Nice-looking and quite fun to play, but it's too derivative. |
| SP14 | DARIUS FORCE (JAP) *Taito* | 70% | Loads of baddies, but a curious lack of weapons. |
| | DARIUS TWIN (JAP/US) *Taito* | 74% | Nice-looking shooter, but it lacks challenge and levels. |
| SP8 | DEAD DANCE (JAP) *Jaleco* | 78% | Beat-'em-up with lots of moves and well-balanced fighters. |
| SP4 | DESERT STRIKE (JAP/US/UK) *Electronic Arts* | 90% | Addictive overhead-view strategic shoot-'em-up. |
| SP8 | DEVIL'S COURSE (JAP) *T&E Soft* | 80% | The craziest golf game you're ever likely to see. Quite fun. |
| | D FORCE (JAP/US) *Asmik* | 22% | Possibly the worst blaster on the SNES. Disgraceful. |
| SP1 | DINOSAURS (JAP/US) *Irem* | 83% | Too-easy platformer with fab graphics and lots of humour. |
| | DIRTY CHALLENGER (JAP) *Yutaka* | 34% | Yet another dire wrestling game with unimpressive moves. |
| SP10 | DORAEMON: WORLD OF FAIRIES (JAP) *Epoch* | 56% | Cute-looking RPG with little gameplay under the surface. |
| SP15 | DR FRANKEN (UK) *Elite* | 58% | Unengaging, unoriginal platformer with sluggish gameplay. |
| SP10 | DRACULA KID (JAP) *Naxat* | 82% | An imaginative and very cute platform game. |
| | DRAGON BALL Z (JAP) *Bandai* | ?% | RPG with some combat scenes. Impossible to judge. |
| SP8 | DRAGON BALL Z (JAP) *Bandai* | 73% | Original beat-'em-up with lots of moves and fab graphics. |
| SP17 | DRAGON BALL Z 2 (JAP) *Bandai* | 75% | All the appeal of the first game, but it doesn't last long. |
| | DRAGON QUEST V (JAP) *Enix* | ?% | Sprawling RPG with primitive graphics. |
| SP1 | DRAGON'S LAIR (US/UK) *Elite* | 82% | Dreamy looks and great gameplay, but can be frustrating. |
| SP4 | DRAKKHEN (JAP/US/UK) *Kemco* | 64% | Boring RPG with okay graphics, but awful combat system. |
| | DREAM PROBE (US) *Riot* | 33% | Bland platform beat-'em-up with lots of Japanese text. |
| SP12 | DUNGEON MASTER (US) *JVC* | 88% | Inventive, packed with detail and great fun to play. |
| | EARTHLIGHT (JAP) *Hudson Soft* | ?% | Space strategy game with Jap text. Impossible to judge. |
| | ELFARIA (JAP) *Hudson Soft* | ?% | Great sprites, but lots of Jap text. Impossible to judge. |
| SP7 | EVIL SWORD (JAP) *Datam Polystar* | 55% | Colourful, bizarre and not very exciting slice-'em-up. |
| SP13 | EVO: SEARCH FOR EDEN (US) *Enix* | 47% | Evolution sim with graphics that could try harder. |
| SP2 | EXHAUST HEAT (UK) *Ocean* | 69% | A reasonably sound driving game. |
| SP18 | EXHAUST HEAT II (JAP) *Seta* | 83% | Fast, fun racing game with nice parallax, but some judder. |
| | EXTRA INNINGS (US) *Sony Imagesoft* | 64% | Baseball game with cute characters and slick action. |
| | F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta* | 69% | 3D racer with small cars and little warning of corners. |
| SP15 | F1 POLE POSITION (UK) *Ubi Soft* | 83% | Weird controls and average graphics, but great driving. |
| SP8 | F1 GRAND PRIX PART II (JAP) *Video System* | 52% | Viewed-from-above racer which is fun if you persevere. |
| SP3 | FACEBALL 2000 (JAP/US) *Bullet-Proof Software* | 54% | Slow, jerky and confusing 3D maze shoot-'em-up. |
| SP9 | FAMILY DOG (US/UK) *THQ* | 39% | Dull and frustrating platformer with unwieldy controls. |
| SP9 | THE FANG OF EDO (JAP) *Micro World* | 49% | This scrolling slash-'em-up looks okay, but is boring. |
| SP4 | FATAL FURY (JAP/US) *Takara* | 76% | *SFII* copy which looks good and plays fine. |
| SP19 | FATAL FURY 2 (JAP) *Takara* | 79% | A fun beat-'em-up, but it's not nearly as good as *SFII*. |
| SP20 | FIFA INTERNATIONAL SOCCER (UK) *Ocean* | 89% | A fantastic conversion from the Mega Drive. |
| | FINAL FANTASY II (US) *Squaresoft* | 86% | Graphically basic, but lovely music and an involved quest. |
| | FINAL FANTASY IV (JAP) *Squaresoft* | 86% | See *Final Fantasy II*. |
| | FINAL FANTASY V (JAP) *Squaresoft* | ?% | Popular RPG with Japanese text. Impossible to judge. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP3 | FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft* | 79% | Role-playing for beginners. Fun, involving and cheap. |
| SP1 | FINAL FIGHT (JAP/US/UK) *Capcom* | 86% | Brill graphics and lots of variety, but no two-player mode. |
| SP10 | FINAL FIGHT 2 (JAP) *Capcom* | 75% | As before, with a two-player mode, but no challenge. |
| | FINAL FIGHT GUY (JAP) *Capcom* | 83% | Pointless *Final Fight* sequel with a new main character. |
| SP19 | FINAL STRETCH (JAP) *LOZC* | 73% | Brilliant 3D scrolling, but disappointing racing. |
| | FIRE DODGEBALL (JAP) *Sunsoft* | 45% | Based on an imaginary sport, this is very basic. |
| SP11 | FIRST SAMURAI (UK) *Kemco* | 80% | Platform beat-'em-up with loads of playability. |
| SP15 | FLASHBACK (UK) *Sony Imagesoft* | 91% | A bit linear, but it's involving and the graphics are great. |
| SP20 | THE FLINTSTONES (US) *Taito* | 54% | Nice graphics, shame about the game. |
| SP6 | FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel* | 68% | Likeable blaster, but doesn't really stand out. |
| SP9 | FORTRESS OF FURY (JAP) *Jaleco* | 68% | Nice graphics, but slow and unimaginative gameplay. |
| SP1 | F-ZERO (JAP/US/UK) *Nintendo* | 86% | Fast and smooth racing game with bland scenery. |
| SP2 | GEORGE FOREMAN'S BOXING (US/UK) *Acclaim* | 18% | Tedious, limited and almost static boxing game. |
| SP9 | THE GHOST OF KITARO (JAP) *Bandai* | 61% | Pretty, but odd scrolling, shoot-/beat-'em-up. |
| | GOAL (US) *Jaleco* | 69% | Lots of detail, but the scrolling is too jerky. |
| SP6 | GODS (US/UK) *Mindscape* | 74% | Long-lasting platform shooter with added puzzles. |
| SP1 | GOLDEN FIGHTER (JAP) *Culture Brain* | 42% | Rubbish-looking, -playing and -sounding *SFII* rip-off. |
| SP13 | GOOF TROOP (US) *Capcom* | 69% | Puzzler starring Goofy which is fun for a while, but too easy. |
| SP10 | GP-1 (US) *Atlus* | 62% | Motorbike racing game which is nothing like the real thing. |
| | GPX CYBER FORMULA (JAP/US) *Takara* | 70% | Average, but enjoyable, top-view racer with an anime bias. |
| | GRADIUS III (JAP/US) *Konami* | 82% | The fab sound and lush graphics are marred by slow-down. |
| | GUNDAM F-91 (JAP) *Bandai* | ?% | Strategy-based blaster. Impossible to judge. |
| SP4 | GUNFORCE (JAP/US) *Irem* | 59% | Platform blaster which is mediocre in all departments. |
| SP6 | HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA* | 69% | Fairly imaginative platformer with sub-standard graphics. |
| | HAT TRICK HERO (JAP/US) *Taito* | 66% | Fast football sim which is only any fun in two-player mode. |
| SP9 | HIT THE ICE (US) *Taito* | 58% | Ice hockey game with added brawling. A bit shallow. |
| | HOLE-IN-ONE GOLF (JAP/US) *HAL* | 68% | User-friendly and nice-looking, if not very realistic. |
| SP3 | HOME ALONE (JAP/US/UK) *THQ* | 36% | Movie cash-in with banal gameplay and hopeless graphics. |
| SP3 | HOME ALONE 2 (US/UK) *THQ* | 32% | Much the same as above, but, er, worse. |
| SP1 | HOOK (US/JAP) *Sony Imagesoft* | 72% | Gorgeous-looking licence which is too slow and too easy. |
| SP7 | HUNT FOR RED OCTOBER (US) *Hi Tech Expressions* | 25% | Extremely repetitive, waterlogged shooter. |
| SP4 | HUMAN GRAND PRIX (JAP) *Human* | 82% | Fast and realistic racer, although the control system's odd. |
| SP18 | HUMANS (UK) *Gametek* | 70% | *Lemmings*-like puzzle game which gets boring fast. |
| | HYPERZONE (JAP/US) *HAL* | 30% | Tedious 3D space shoot-'em-up with a bit of Mode 7. |
| SP6 | IMPERIUM (JAP/US) *Vic Tokai* | 40% | Sad, old-fashioned shoot-'em-up featuring robot suits. |
| SP13 | THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim* | 41% | Unimpressive presentation and repetitive gameplay. |
| SP18 | INSPECTOR GADGET (US) *Nintendo* | 71% | Just another platform game. |
| SP10 | INTERNATIONAL TENNIS TOUR (JAP) *Micro World* | 69% | Plays a decent game of tennis, but other games are better. |
| SP3 | THE IREM SKINS GAME (JAP/US/UK) *Irem* | 83% | Golf game which looks nice but isn't particularly accurate. |
| | JACK NICKLAUS GOLF (US) *Tradewest* | 62% | Ruined by slow scenery redraw and unfriendly controls. |
| SP5 | JAKI CRUSH SUPER PINBALL (JAP) *Naxat* | 74% | Pinball with a slow ball and a badly-designed table. |
| SP3 | JAMES BOND JR (US/UK) *THQ* | 29% | Platform blaster with poor graphics and crap gameplay. |
| SP11 | JAMES POND'S CRAZY SPORTS (UK) *Storm* | 53% | Good-looking collection of tedious 'sports'. |
| SP12 | JAPANESE PRO WRESTLING (JAP) *Human* | 78% | Four-player sim with a fair degree of realism. |
| SP7 | JEOPARDY (US) *Gametek* | 15% | Just as appalling as the original gameshow. |
| | JERRY BOY (JAP/US) *Sony Imagesoft* | 54% | Well-designed main sprite but run-of-the-mill gameplay. |
| SP5 | JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft* | 88% | Tennis with added four-player antics. Great fun. |
| SP1 | JOE AND MAC (JAP/US/UK) *Data East/Elite* | 72% | Colourful graphics, but repetitive music and gameplay. |
| | JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts* | 79% | Fast enough, but the graphics are flat and jerky. |
| SP4 | JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA* | 83% | Cosmetic improvements make this a much better game. |
| SP13 | JURASSIC PARK (UK) *Ocean* | 89% | Huge film-based explore-'em-up with lots to do. |
| | KA-BLOOEY (US) *Kemco* | 48% | See *Bombuzal*. |
| SP11 | KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek* | 20% | Crap motorbike-racing game with abysmal graphics. |
| SP12 | KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco* | 59% | Find out how dull football management really is. |
| SP3 | KICK OFF (JAP/UK) *Anco/Imagineer* | 52% | Very flawed, but reasonably playable with two people. |
| SP20 | KICK OFF 3 (UK) *Imagineer* | 91% | Plays a quick, smooth and brilliantly competitive game. |
| SP5 | KIKIKAIKAI (JAP) *Natsume* | 88% | Weird, but enjoyable, shoot-'em-up with superb graphics. |
| SP6 | KING ARTHUR'S WORLD (US/UK) *Jaleco* | 83% | Enjoyable mouse-based platformer with a medieval slant. |
| SP20 | KING OF DRAGONS (JAP) *Capcom* | 53% | A sad pastiche of a beat-'em-up. Boring. |
| SP5 | THE KING OF RALLY (JAP) *Meidac* | 39% | Dull-looking 3D race-'em-up with a lack of opponents. |
| | KING OF THE MONSTERS (JAP/US) *Takara* | 79% | Giant-sized beat-'em-up which is too dull to be fun. |
| SP17 | KING OF THE MONSTERS 2 (JAP) *Takara* | 74% | A silly combat game with only short-term entertainment. |
| | KITARO'S GHOST (JAP) *Bandai* | 58% | Cute graphics, but the platform action is too hard. |
| | KOSHIYEN 2 (JAP) *KAC* | 60% | Bog-standard baseball game with nice, Japanesey looks. |
| SP1 | KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim* | 79% | Unusual blend of puzzling and platforms. |
| | KUNIO KEN (JAP) *Technos* | ?% | Mix of beat-'em-up and adventure. Impossible to judge. |
| SP12 | LAGOON (JAP/US/UK) *Kemco* | 56% | Frustrating and rather dull role-player. |
| SP16 | LAST ACTION HERO (UK) *Sony Imagesoft* | 21% | A very poor scrolling beat-'em-up. |
| | LAST FIGHTER TWIN (JAP) *Banpresto* | 59% | Side-on beat-'em-up with nice looks, but limited gameplay. |
| SP13 | LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus* | 73% | Neat racer with dull graphics and an odd difficulty curve. |
| SP15 | THE LAWNMOWER MAN (UK) *Storm* | 77% | Nice 3D sections mixed with some dull platform ones. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| | LEGEND OF SUCCESS JOE (JAP) *KAC* | 49% | Boxing with basic graphics and not enough moves. |
| SP15 | LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami* | 90% | RPG/platformer with fab graphics and a real challenge. |
| SP17 | LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami* | 90% | A compelling and very entertaining sequel. |
| SP2 | LEMMINGS (JAP/US/UK) *Sunsoft* | 86% | One of the most ingenious and addictive games ever. |
| SP18 | LESTER THE UNLIKELY (US) *Nintendo* | 52% | A very mediocre platform game. |
| SP17 | LETHAL ENFORCERS (UK) *Konami* | 69% | An expensive, but very playable, shoot-'em-up. |
| SP6 | LETHAL WEAPON (US/UK) *Ocean* | 57% | Unadventurous platform shoot-'em-up. |
| SP8 | THE LOST VIKINGS (US/UK) *Interplay* | 84% | Well-designed mixture of strategy and platforms. |
| SP18 | LUFIA & THE FORTRESS OF DOOM (US) *Taito* | 79% | A decent enough RPG, but it's nothing special. |
| SP15 | MACROSS (JAP) *Zamuse* | 87% | Anime blaster with lovely looks and lots of variety. |
| SP16 | MADDEN NFL '94 (JAP) *Electronic Arts* | 85% | An American football game that's worth buying. |
| | MAGICAL GUY ADVENTURE (JAP) *Bandai* | 62% | Fun platformer with cute sprites and backdrops. |
| SP7 | MAGIC SWORD (JAP/US/UK) *Capcom* | 58% | Dreadful slash-'em-up with appalling animation. |
| SP3 | MAJOR TITLE (JAP/US/UK) *Irem* | 83% | See *The Irem Skins Game*. |
| SP13 | MARIO & WARIO (JAP) *Nintendo* | 70% | This mouse-driven puzzler is absorbing but too easy. |
| SP11 | MARIO IS MISSING (UK) *Mindscape* | 70% | 'Edutainment' game aimed at younger players. |
| SP6 | MARIO PAINT (JAP/US/UK) *Nintendo* | 55% | Limited, crude art package – with no print option! |
| SP17 | MARIO'S TIME MACHINE (UK) *Mindscape* | 60% | An edutainment title, but it's repetitive and tedious. |
| SP14 | MECAROBOT GOLF (US) *Toho* | 37% | Idiosyncratic and dull golf game featuring robots. |
| SP9 | MECH WARRIOR (JAP/US) *Activision* | 63% | Armour-plated platform blaster lacking imagination. |
| SP19 | MEGA-LO-MANIA (UK) *Imagineer* | 81% | An exciting and engrossing wargame. |
| SP20 | MEGA MAN SOCCER (US) *Nintendo* | 62% | A slow, tedious and rather pointless game. |
| SP17 | MEGA MAN X (JAP) *Capcom* | 88% | An innovative platformer with some smart graphics. |
| | METAL JACKET (JAP) *Atlus* | 20% | Stilted animation and inept gameplay. Rubbish. |
| SP18 | METAL MARINES (UK) *Mindscape* | 80% | A good old smash-the-enemy-to-bits strategy game. |
| SP3 | MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom* | 89% | Polished platformer with fab looks, but no challenge. |
| SP20 | MICKEY'S ULTIMATE CHALLENGE (US) *Hi-Tech* | 54% | Pretty graphics, but the gameplay stinks. |
| SP13 | MIGHT & MAGIC II (UK) *Elite* | 43% | Tedious RPG with little depth or gameplay. |
| SP7 | MONOPOLY (JAP/US) *Parker Brothers* | 40% | Why bother when the board game's cheaper? |
| SP11 | MORTAL KOMBAT (UK) *Acclaim* | 81% | No gore and fewer moves, but still a great game. |
| SP13 | MR NUTZ (UK) *Ocean* | 86% | Cute 'n' colourful graphics and slick programming. |
| | MUSYA (JAP/US) *Datam* | 24% | Don't be fooled by the nice backdrops – this is crap. |
| SP9 | NAMCOT OPEN (JAP) *Namco* | 80% | Nice golf sim with fast and efficient graphics. |
| | NBA ALL-STAR CHALLENGE (JAP/US) *LJN* | 59% | Nicely presented and realistic basketball sim. |
| SP17 | NBA JAM (US) *Acclaim* | 87% | Multitap-compatible and brilliant fun with it. |
| SP16 | NBA SHOWDOWN (US) *Electronic Arts* | 89% | Plays a fast and satisfyingly violent game of basketball. |
| SP14 | NFL FOOTBALL (US) *Konami* | 76% | Lots of special effects, but a limited amount of control. |
| SP4 | NHLPA HOCKEY (US/UK) *Electronic Arts* | 87% | Nice ice hockey sim, although the graphics are jerky. |
| SP18 | NHL STANLEY CUP (US) *Nintendo* | 79% | The most exiting conversion of ice hockey available. |
| SP8 | NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom* | 85% | Good, fast, high-quality racing action. |
| SP20 | NINJA WARRIORS (US) *Taito* | 84% | A smart walk-along fighting game. Worth checking out. |
| | NOLAN RYAN'S BASEBALL (JAP/US) *Romstar* | 73% | A slick sim with slightly tricky controls. |
| | NORTH STAR KEN V (JAP) *Toei* | ?% | Crap-looking RPG. Impossible to judge. |
| SP4 | NORTH STAR KEN 6 (JAP) *Toei* | 42% | *SFII* clone with huge sprites, but little action. |
| SP1 | ON THE BALL (US) *Taito* | 52% | See *Cameltry*. |
| SP9 | OPERATION LOGIC BOMB (US) *Jaleco* | 68% | See *Fortress Of Fury*. |
| | OTHELLO WORLD (JAP) *Tsukuda* | 52% | Plays a faithful game of *Othello*, but why bother? |
| SP8 | OUTLANDER (US/UK) *Mindscape* | 28% | Useless blaster with a bit of driving thrown in. |
| SP12 | OUT TO LUNCH (UK) *Mindscape* | 84% | Big, cute, cleverly animated and challenging. |
| SP16 | PALADIN'S QUEST (US) *Enix* | 62% | Not a bad little RPG, but buy *Secret Of Mana* instead. |
| SP2 | PAPER BOY 2 (US/UK) *Mindscape* | 22% | Deliver newspapers and avoid the obstacles! |
| SP7 | PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E* | 82% | Fun and extremely accurate sim for up to three players. |
| SP5 | PGA TOUR GOLF (JAP/US/UK) *Electronic Arts* | 60% | Slick presentation, but below-par playability. |
| SP1 | PHALANX (JAP/US) *Kemco* | 70% | Unremarkable scrolling shooter with nice graphics. |
| SP1 | PILOT WINGS (JAP/US/UK) *Nintendo* | 92% | Looks good and is a test of hand-eye co-ordination. |
| SP17 | PINK GOES TO HOLLYWOOD (US) *Tecmagik* | 76% | An enjoyable, but flawed, platformer. |
| SP18 | PINBALL DREAMS (UK) *Gametek* | 75% | A not-very-impressive pinball conversion. |
| SP2 | PIPEDREAM (JAP) *Bullet-Proof Software* | 66% | Well turned-out puzzle which gets boring fast. |
| SP4 | PITFIGHTER (US/UK) *THQ* | 14% | Laughably bad beat-'em-up 'action'. |
| SP14 | PLOK! (US) *Tradewest* | 90% | Cute platformer which is fun enough to stand out. |
| SP5 | POCKY & ROCKY (US) *Natsume* | 88% | See *Kikikaikai*. |
| SP8 | POP'N TWINBEE (JAP/US/UK) *Konami* | 84% | Ultra-cute blaster with rather weak gameplay. |
| SP2 | POPULOUS (JAP/US/UK) *Imagineer* | 85% | Great god-game which may get boring after a while. |
| SP4 | POWER ATHLETE (JAP) *Kaneco* | 49% | This beat-'em-up contains nothing special. |
| SP9 | POWERMONGER (UK) *Imagineer* | 77% | You'll need a lot of patience for this adventure. |
| SP4 | POWER MOVES (US) *Kaneco* | 49% | See *Power Athlete*. |
| SP13 | PRIME GOAL (JAP) *Namco* | 75% | A great game of soccer, spoilt by its lack of speed. |
| SP5 | PRINCE OF PERSIA (JAP/US/UK) *Konami* | 89% | Tough, pretty and wonderful to play. A classic. |
| SP6 | PRO BASEBALL LEAGUE '93 (JAP) *Sony* | 77% | Cute characters, slick animation and some neat extras. |
| SP7 | PRO QUARTERBACK (US) *Tradewest Sports* | 62% | Nice Mode 7 graphics, but very little else. |
| | PRO SOCCER (JAP) *Imagineer* | 27% | Crude graphics and Graham Taylor-esque gameplay. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP7 | PSYCHO DREAM (JAP) *Riot* | 33% | See *Dream Probe*. |
| SP3 | PUSHOVER (US/UK) *Ocean* | 78% | Basic domino-toppling puzzler. Short-term fun only. |
| SP3 | Q*BERT 3 (JAP/US) *NTVIC* | 67% | Nostalgia value alone isn't enough to make this fun. |
| SP3 | RACE DRIVIN' (US/UK) *THQ* | 35% | Badly programmed racer with nasty 3D graphics. |
| | RAIDEN DENSETSU (JAP) *Toei* | 54% | This shooter is too slow to provide any excitement. |
| | RAIDEN TRAD (US) *Toei* | 54% | See *Raiden Densetsu*. |
| SP18 | RAINBOW BELL ADVENTURES (UK) *Konami* | 70% | Cute, enjoyable and addictive platform game. |
| SP2 | RAMPART (US) *Electronic Arts* | 79% | Primitive-looking, but fun, puzzler. Great with two. |
| | RANMA 1/2 (JAP) *NCS Masiya* | 75% | Neat anime beat-'em-up with mismatched characters. |
| SP6 | RANMA 1/2 PART TWO (JAP) *NCS Masiya* | 73% | Good-looking characters, but it's far too easy. |
| SP14 | REDLINE F1 RACER (US) *Absolute* | 49% | Okay graphics, but almost impossible to play. |
| SP12 | THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ* | 47% | Nice graphics, but dull gameplay and odd gags. |
| SP2 | RIVAL TURF (JAP/US/UK) *Jaleco* | 58% | Simultaneous two-player action, but repetitive baddies. |
| SP4 | ROAD RIOT 4WD (US/UK) *THQ* | 20% | This split-screen racer is primitive in every respect. |
| SP4 | ROAD RUNNER (JAP/US/UK) *Sunsoft* | 42% | Faithful to the cartoon, but the gameplay is simplistic. |
| SP2 | ROBOCOP 3 (US/UK) *Ocean* | 50% | Far too difficult and often ridiculously unfair. |
| SP14 | ROBOCOP VS TERMINATOR (UK) *Virgin* | 27% | Apart from the graphics, this is shabby beyond belief. |
| | THE ROCKETEER (JAP/US) *IGS* | 33% | Lovely graphics, but there's little audience participation. |
| SP12 | ROCK 'N' ROLL RACING (UK) *Interplay* | 88% | Very challenging and lots of fun to play. |
| SP12 | ROCKY RODENT (JAP) *Irem* | 50% | Dull game with no variety in graphics or gameplay. |
| | ROGER CLEMENS' MVP BASEBALL (US) *Acclaim* | 73% | Great animation, but a few problems with the controls. |
| | ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei* | 55% | Complex, but not very interesting, strategy game. |
| SP20 | ROMANCE OF THE 3 KINGDOMS III (US) *Koei* | 67% | For dedicated strategy wargamers only. |
| | RPM RACING (JAP/US) *Interplay* | 58% | Fun racer, although the scrolling's a bit rough. |
| SP16 | R-TYPE III (JAP) *Irem* | 83% | A polished shoot-'em-up with frantic action. |
| SP10 | RUN SABER (US) *Atlus* | 59% | Pretty backdrops but not much in the way of gameplay. |
| SP5 | RUSHING BEAT RUN (JAP) *Jaleco* | 60% | Beat-'em-up which is nice to look at, but boring to play. |
| SP19 | RUSHING BEAT 3 (JAP) *Jaleco* | 66% | Another boring side-scrolling beat-'em-up. |
| | SD DODGEBALL (JAP) *Banpresto* | 42% | The worst of the series of dodgeball games. |
| | SD GREAT BATTLE (JAP) *Banpresto* | 38% | Crusty arcade adventure with tedious gameplay. |
| SP9 | SD GREAT BATTLE III (JAP) *Banpresto* | 63% | Cute characters and nice graphics, but lacks depth. |
| | SD GUNDAM (JAP) *Bandai* | ?% | RPG with crap graphics and sound. Impossible to judge. |
| SP15 | SECRET OF MANA (US) *Squaresoft* | 94% | Enormous four-player RPG which looks stunning. |
| SP15 | SENSIBLE SOCCER (UK) *Sony Imagesoft* | 91% | Utterly realistic sim with great playability. The best. |
| SP10 | SEPTENTRION (JAP) *Human* | 90% | Atmospheric and playable disaster movie-type game. |
| SP14 | THE 7TH SAGA (US) *Enix* | 69% | A run-of-the-mill RPG with little to recommend it. |
| SP10 | SHADOWRUN (UK) *Data East* | 85% | Scrupulously designed adventure, packed with puzzles. |
| SP9 | SHANGHAI 2 (JAP/US) *Activision* | 58% | Very basic puzzler that can become addictive. |
| SP19 | SIDE POCKET (UK) *Marubeni* | 86% | Plays a great game of pool. Recommended. |
| | SIM ANT (JAP) *Imagineer* | ?% | Like *Sim City*, but with ants. Impossible to judge. |
| SP1 | SIM CITY (JAP/US/UK) *Maxis/Nintendo* | 84% | Build the city of your dreams in this absorbing classic. |
| SP9 | SIM EARTH (JAP/US) *Imagineer* | 34% | This has too much to do and eventually gets tedious. |
| SP4 | SKÜLJAGGER (US) *American Softworks* | 58% | Lacklustre pirate adventure that's too easy. |
| SP14 | SKY BLAZER (UK) *Sony* | 78% | A pretty platformer, but too lightweight. |
| SP18 | SOCCER KID (UK) *Ocean* | 84% | An addictive platform game with a footballing twist. |
| SP18 | SOLDIERS OF FORTUNE (US) *Spectrum HoloByte* | 89% | A brilliant and challenging shoot-'em-up. |
| SP8 | SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft* | 90% | Polished adventure with brill graphics and sound. |
| SP2 | SONIC BLAST MAN (JAP/US) *Taito* | 69% | Scrolling beat-'em-up with limited longevity. |
| SP2 | SOUL BLAZER (JAP/US) *Enix* | 89% | Slick and graphically gorgeous *Zelda*-type adventure. |
| SP17 | SPACE ACE (UK) *Empire* | 58% | Awful sprites, awful gameplay, awful game. |
| | SPACE FOOTBALL (JAP/US) *Triffix* | 52% | Short-term thrills only in this strange footy sim. |
| | SPACE MEGAFORCE (US) *Toho/Compile* | 87% | Technically wonderful and great-playing shoot-'em-up. |
| | SPANKY'S QUEST (JAP/US) *Natsume* | 58% | Bizarre affair involving killing baddies with bubbles. |
| SP3 | SPIDERMAN & THE X-MEN (US/UK) *Acclaim* | 72% | Unattractive-looking platformer that won't last. |
| SP2 | SPINDIZZY WORLDS (JAP/US/UK) *ASCII* | 69% | Clever little arcade puzzler, but it's looking dated now. |
| SP19 | SPORTS ILLUSTRATED CHAMPIONSHIP (US) *Malibu* | 70% | Football and baseball on one cart. Limited. |
| SP7 | STARFOX (JAP/US)/STARWING (UK) *Nintendo* | 93% | Absolutely brilliant 3D shoot-'em-up. Get it! |
| SP1 | STREET FIGHTER II (JAP/US/UK) *Capcom* | 94% | Your SNES is wasted if you haven't got this! |
| SP11 | STREET FIGHTER II TURBO (JAP/US/UK) *Capcom* | 96% | A faster, better-looking version of the original. |
| SP3 | STRIKE GUNNER (JAP/US/UK) *Activision* | 65% | Average vertical blaster with boring backgrounds. |
| SP10 | STRIKER (UK) *Elite* | 89% | Easy-to-play footy sim that's also easy on the eyes. |
| SP9 | SUMO SPIRITS (JAP) *Takara* | 47% | Fairly realistic, but who cares? It's sumo. |
| SP12 | SUNSET RIDERS (UK) *Konami* | 87% | Enjoyable two-player blast, but can get repetitive. |
| SP2 | SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft* | 75% | Attractive backgrounds but simplistic platform gameplay. |
| SP12 | SUPER AIR DIVER (UK) *Sunsoft* | 51% | Looks good, but the gameplay's too insubstantial. |
| SP3 | SUPER ALESTE (JAP/US/UK) *Toho/Compile* | 87% | See *Space Megaforce*. |
| SP12 | SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI* | 61% | Good graphics and sound, but awful controls. |
| | SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain* | 49% | Good pitching and batting, but poor graphics. |
| | SUPER BASES LOADED (JAP/US) *Jaleco* | 55% | Jerky graphics and limited gameplay. |
| | SUPER BASES LOADED II (JAP/US) *Jaleco* | 63% | The same as above, but with, er, a II afterwards. |
| SP4 | SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL* | 84% | Accomplished and very playable game of basketball. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP6 | SUPER BATTER UP (US) *Namco* | 53% | Uncontrollable baseball game with garish graphics. |
| | SUPER BATTLETANK (JAP/US/UK) *Absolute* | 50% | Some good explosions, but generally boring. |
| SP19 | SUPER BATTLETANK 2 (US) *Absolute* | 43% | Don't bother. |
| SP7 | SUPER BIKURI MAN (JAP) *Interbec* | 18% | Ridiculously bad beat-'em-up which is far too easy. |
| | SUPER BIRDIE RUSH (JAP) *Data East* | 76% | Cartoony golf game which could be more playable. |
| SP10 | SUPER BLACK BASS (JAP) *Hot B* | 42% | Fancy going fishing on your SNES? You're very sad. |
| SP9 | SUPER BOMBERMAN (JAP/UK) *Hudson Soft* | 92% | Brilliantly manic four-player maze game. |
| SP1 | SUPER BOWLING (JAP/US) *Athena* | 48% | Bowling's too boring to make a decent SNES game. |
| SP1 | SUPER CASTLEVANIA IV (JAP/US/UK) *Konami* | 91% | Huge, atmospheric platformer with great sound. |
| SP19 | SUPER CHASE HQ (JAP) *Taito* | 55% | A badly-made 'action' driving game. |
| | SUPER CHINESE WORLD (JAP) *Culture Brain* | ?% | Basic RPG. Impossible to judge. |
| SP9 | SUPER CONFLICT (US) *Vic Tokai* | 49% | Boring and outdated hex-based wargame. |
| | SUPER CUP SOCCER (JAP) *Jaleco* | 69% | See *Goal*. |
| SP19 | SUPER CUP SOCCER 2 (JAP) *Jaleco* | 60% | A Japanese footy sim that offers nothing new. |
| SP3 | SUPER DOUBLE DRAGON (JAP/US) *Technos* | 68% | Large variety of moves, but it's crap and too easy. |
| | SUPER DUNKSHOT (JAP/US) *HAL* | 84% | Slightly confusing sim with fabulous 3D graphics. |
| SP9 | SUPER DUNKSTAR (JAP) *Sammy* | 55% | Basketball sim which plays okay, but looks primitive. |
| SP15 | SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts* | 71% | Unoriginal sequel with lots of slow-down. |
| | SUPER EDF (JAP/US) *Jaleco* | 68% | Pretty shoot-'em-up with some boring gameplay. |
| SP1 | SUPER F1 CIRCUS (JAP) *Nichibutsu* | 74% | Ordinary-looking racer which is fast and feels good. |
| | SUPER F1 CIRCUS (JAP) *Nichibutsu* | 74% | Limited-edition version with real Grand Prix names. |
| SP13 | SUPER F1 CIRCUS 2 (JAP) *Nichibutsu* | 34% | The lack of other cars on the track makes this dull. |
| | SUPER F1 GRAND PRIX (JAP) *Video System* | 44% | Unexciting racer with no two-player mode. |
| SP8 | SUPER F1 HERO (JAP) *Varie* | 49% | Racer with appalling graphics and no sense of speed. |
| SP11 | SUPER FAMILY TENNIS (JAP) *Namcot* | 83% | Polished four-player sim with limited controls. |
| | SUPER FIRE PRO WRESTLING (JAP) *Human* | 56% | Dull-looking and too tough, but okay with two players. |
| SP7 | SUPER FIRE PRO WRESTLING 2 (JAP) *Human* | 72% | Crap on your own, great with a Multitap. |
| SP11 | SUPER FORMATION SOCCER II (JAP) *Human* | 70% | The four-player version of *Super Soccer*. |
| SP2 | SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom* | 85% | Brilliant graphics (with slow-down), but it's frustrating. |
| SP11 | SUPER HIGH IMPACT (JAP/US) *Acclaim* | 74% | Stripped-down and enjoyable US footy game. |
| SP8 | SUPER JAMES POND (US/UK) *Ocean* | 79% | Lots of levels to keep you playing, but it's too juddery. |
| SP11 | SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo* | 96% | Four brilliant *Mario* games on one huge cart! |
| SP1 | SUPER MARIO KART (JAP/US/UK) *Nintendo* | 93% | Four-games-in-one racer with great two-player mode. |
| SP2 | SUPER MARIO WORLD (JAP/US/UK) *Nintendo* | 94% | Repetitive backgrounds, but awesome challenge. |
| SP20 | SUPER METROID (JAP) *Nintendo* | 92% | Marvellous platform shooter destined for classic status. |
| SP4 | SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo* | 86% | Playable, accurate and comprehensive sim. |
| | SUPER NINJA (JAP) *Koei* | ?% | RPG with ancient-looking graphics. |
| SP4 | SUPER OFF ROAD (JAP/US/UK) *Tradewest* | 63% | Limited overhead-view racer offering short-term fun. |
| SP14 | SUPER OFF ROAD BAJA (US) *Tradewest* | 69% | Fun for a while, but the lack of variety scuppers it. |
| SP1 | SUPER PANG (JAP/US) *Capcom* | 72% | Smart graphics, but really needs a two-player mode. |
| SP5 | SUPER PARODIUS (JAP/UK) *Konami* | 86% | Hilarious graphics make this a blast. Bit easy, though. |
| SP19 | SUPER PINBALL: BEHIND THE MASK (JAP) *Meldac* | 73% | Nice to look at, but very limited to play. |
| SP2 | SUPER PLAY ACTION FOOTBALL (US) *Nintendo* | 71% | Complex sim that is accurate rather than playable. |
| SP2 | SUPER PROBOTECTOR (UK) *Konami* | 90% | See *Contra 3*. |
| SP13 | SUPER PUTTY (UK) *System 3* | 84% | Fun, slick, and very weird, Amiga-derived platformer. |
| SP18 | SUPER PUYO PUYO (JAP) *Banpresto* | 91% | An addictive and completely brilliant puzzle game. |
| SP1 | SUPER R-TYPE (JAP/US/UK) *Irem* | 72% | Great-looking shooter which suffers from slow-down. |
| SP13 | SUPER SLAP SHOT (US) *Virgin* | 65% | Awkward-playing ice hockey sim with dodgy graphics. |
| SP1 | SUPER SMASH TV (JAP/US/UK) *Acclaim* | 84% | Frantic, ultra-violent blaster with hordes of baddies. |
| SP1 | SUPER SOCCER (JAP/US/UK) *Human/Nintendo* | 83% | Enjoyable, but flawed, sim with impressive graphics. |
| SP4 | SUPER STAR WARS (JAP/US/UK) *JVC* | 89% | Accurate, atmospheric and tough platform blaster. |
| SP8 | SUPER STRIKE EAGLE (US/UK) *MicroProse* | 61% | Disappointing flight sim with blocky graphics. |
| SP9 | SUPER SUMO (JAP) *Namcot* | 44% | Nice comedy graphics, but sumo is still dull. |
| SP6 | SUPER SWIV (JAP/US/UK) *The Sales Curve* | 82% | Slick two-player shooter. Good fun, if a little samey. |
| SP1 | SUPER TENNIS (JAP/US/UK) *Tonkin House* | 92% | Amazing range of shots and lots of tournaments too. |
| SP5 | SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof* | 83% | A great conversion of the classic puzzler. |
| SP8 | SUPER TOM & JERRY (US/UK) *High-Tech Expressions* | 42% | Poor platformer with lots of slow-down. |
| SP20 | SUPER TROLL ISLANDS (US) *American Softworks* | 70% | Bright and cheerful game for the younger player. |
| SP10 | SUPER TURRICAN (US/UK) *Seika* | 80% | Fast, smooth shooter with some slick graphics. |
| | SUPER VALIS IV (JAP/US) *Telenet* | 52% | Contrived, boring and linear platformer. |
| SP5 | SUPER VOLLEY II (JAP) *Video System* | 82% | Weird 2D volleyball sim with a wealth of moves. |
| | SUPER WAGAN ISLAND (JAP) *Namcot* | ?% | Cute-looking, texty platformer. Impossible to judge. |
| SP12 | SUPER WIDGET (US) *Atlus* | 54% | Boring cartoon-derived platformer. |
| SP1 | SUPER WWF (JAP/US/UK) *Acclaim* | 74% | This would be fun if all the wrestlers weren't so similar. |
| SP19 | SUZUKA 8 HOURS (JAP) *Namcot* | 59% | Slow, hard to get into and lacks originality. |
| SP5 | SUZUKI AGURI F1 (JAP) *LOZC* | 72% | Well-presented racer, but the corners appear too fast. |
| SP8 | SYO THE SEAL (JAP) *Takara* | 79% | A cute platformer, but it's sometimes a bit empty. |
| SP5 | SYVALION (JAP/UK) *JVC* | 46% | Maze-based scrolling shooter which lacks challenge. |
| SP9 | TAZ-MANIA (US/UK) *THQ* | 54% | Run along the road, and, er... That's about it, really. |
| SP7 | TERMINATOR (US/UK) *Mindscape* | 59% | Average, film-based blaster with dark graphics. |
| SP19 | T2: JUDGMENT DAY (UK) *LJN* | 52% | A real waste of a license. Leave it on the shelf. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP16 | T2: THE ARCADE GAME (UK) *Acclaim* | 71% | A smooth and addictive arcade game, but boring. |
| SP6 | TEST DRIVE II: THE DUEL (US/UK) *Accolade* | 58% | Racer which is difficult to control and not very exciting. |
| SP18 | TETRIS BATTLE GAIDEN (JAP) *Bullet-Proof Software* | 86% | A brilliant (and worthy) sequel to *Tetris*. |
| SP19 | 3D BASEBALL (JAP) *Jaleco* | 63% | Too much Japanese text makes this difficult to play. |
| | THUNDER SPIRITS (JAP/US) *Toshiba EMI* | 73% | Shoot-'em-up spoiled by slow-down. |
| SP14 | TIME SLIP (UK) *Vic Tokai* | 60% | Poorly executed platformer which is far too easy. |
| SP20 | TIME TRAX (UK) *Malibu/THQ* | 73% | Slick and entertaining, but short-lived. |
| SP5 | TINY TOONS (JAP/US/UK) *Konami* | 89% | Lovable platformer with bags of variety and challenge. |
| | TKO BOXING (US) *Sofel* | 38% | Well-presented sim with simplistic, boring gameplay. |
| SP3 | TOP GEAR (JAP/US/UK) *Kemco* | 76% | Lots of fast driving fun, but only with two players. |
| SP13 | TOP GEAR 2 (UK) *Kemco* | 74% | Nicely done, but offers nothing new. |
| SP14 | TOTAL CARNAGE (UK) *THQ* | 63% | *Smash TV* sequel which isn't as frantic as the original. |
| SP9 | TOYS (US) *Absolute* | 24% | Sad and boring film conversion with awful graphics. |
| SP11 | TRODDLERS (UK) *Storm* | 79% | Addictive puzzler with an unfriendly learning curve. |
| SP8 | TUFF E NUFF (US) *Jaleco* | 78% | See *Dead Dance*. |
| SP20 | TURN AND BURN (US) *Absolute* | 71% | The best SNES airborne combat sim yet. |
| SP2 | TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami* | 84% | Great-looking beat-'em-up which can get repetitive. |
| SP15 | TURTLES: TOURNAMENT FIGHTERS (UK) *Konami* | 90% | Great beat-'em-up with lots of fighters and locations. |
| SP8 | 2020 SUPER BASEBALL (JAP) *KAC* | 85% | Fun two-player sim with the addition of robots. |
| | ULTIMATE FOOTBALL (JAP) *Sammy* | 51% | Limited and technically unadventurous US footy sim. |
| | ULTRAMAN (JAP/US/UK) *Bandai* | 35% | Ridiculous-looking beat-'em-up. |
| SP9 | ULTRASEVEN (JAP) *Bandai* | 45% | *Godzilla*-type beat-'em-up which is funny but tacky. |
| SP7 | UNCHARTED WATERS (JAP/US) *Koei* | 37% | Incredibly boring naval strategy game. |
| SP1 | UN SQUADRON (US/UK) *Capcom* | 91% | See *Area 88*. |
| SP8 | USA ICE HOCKEY (JAP) *Jaleco* | 60% | Looks nice, but the slow-down makes it unplayable. |
| SP7 | USHIO AND TORA (JAP) *Yutaka* | 35% | Poor scrolling cut-'em-up with only two moves. |
| SP14 | UTOPIA (US) *Jaleco* | 86% | Absorbing *Sim City*-type affair with lots of depth. |
| SP2 | VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek* | 19% | A *gameshow* conversion? Oh dear. |
| SP13 | VIRTUAL SOCCER (UK) *Hudson Soft* | 87% | An excellent game of footy, but can get frustrating. |
| SP4 | VOLLEYBALL TWIN (JAP) *Tonkin House* | 76% | Plays solidly, but slow scrolling makes it frustrating. |
| | WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft* | 82% | Accurately depicted golf sim based on a real course. |
| SP7 | WARPSPEED (US/UK) *Accolade* | 32% | Very dated and crudely presented space shooter. |
| SP9 | WAYNE'S WORLD (UK) *THQ* | 26% | Awful platformer. The joke isn't funny any more. |
| SP5 | WING COMMANDER (US) *Mindscape* | 60% | Average conversion of overrated 3D space shooter. |
| SP13 | WING COMMANDER: SECRET MISSIONS (UK) *Mindscape* | 64% | A few extra bits, but not enough to make it fab. |
| SP2 | WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco* | 71% | Impressive-looking WWI flying sim/shoot-'em-up. |
| SP20 | WINTER OLYMPICS (UK) *US Gold* | 35% | A boring, badly-designed multi-event sports sim. |
| SP17 | WOLFENSTEIN 3D (UK) *Imagineer* | 78% | A blocky, 3D blaster that's actually quite fun. |
| SP6 | WORDTRIS (US) *Spectrum Holobyte* | 40% | *Tetris*, but with letters. Needs luck rather than skill. |
| SP6 | WORLD CLASS RUGBY (JAP/UK) *Imagineer* | 74% | *Kick Off* with odd-shaped balls and stop-go gameplay. |
| SP20 | WORLD CUP STRIKER (UK) *Elite* | 91% | A beautifully well-rounded footy game. |
| SP14 | WORLD HEROES (US) *Sunsoft* | 77% | Not bad with two players, but something's missing. |
| | WORLD LEAGUE BASKETBALL (UK) *HAL* | 84% | See *Super Dunkshot*. |
| | WORLD LEAGUE SOCCER (US) *Imagineer* | 27% | See *Pro Soccer*. |
| SP10 | WWF ROYAL RUMBLE (UK) *LJN/Acclaim* | 79% | Flawed in one-player mode, but great fun with a mate. |
| SP14 | WORLD SOCCER (UK) *Electro Brain* | 29% | Confusing and shabby sim with a surfeit of Mode 7. |
| | XAK (JAP) *Sunsoft* | ?% | Overhead-view RPG. Impossible to judge. |
| SP1 | XANDRA'S BIG ADVENTURE (JAP) *Namcot* | 85% | Tough platformer with versatile controls. |
| | XARDION (JAP/US) *Asmik* | 26% | Platform shooter with crap graphics and sad gameplay. |
| SP20 | X-KALIBER 2097 (US) *Activision* | 68% | Average and unchallenging platform slash-'em-up. |
| SP6 | X-ZONE (US) *Kemco* | 55% | Another tedious Super Scope game. |
| SP11 | YOSHI'S COOKIE (JAP) *Bullet-Proof Software* | 76% | Fun *Tetris* clone with biccies instead of blocks. |
| SP12 | YOSHI'S SAFARI (JAP) *Nintendo* | 69% | At last, a decent Super Scope game. Bit easy, though. |
| SP16 | YOUNG MERLIN (UK) *Virgin* | 77% | A cute, colourful and enjoyable puzzle adventure. |
| | Y'S III (JAP/US) *Tonkin House* | 72% | Fun RPG viewed from the side, but it's not very big. |
| | ZAN II (JAP) *Wolf Team* | ?% | Incomprehensible strategy game. Impossible to judge. |
| SP2 | ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo* | 93% | The definitive adventure game. Brilliantly designed. |
| SP19 | ZOKU: THE LEGEND OF BISHIN (JAP) *Magifact* | 58% | A shallow and lacklustre driving/beat-'em-up. |
| SP12 | ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami* | 89% | Innovative, funny shoot-'em-up with lots of monsters. |
| SP16 | ZOOL (UK) *Gremlin* | 65% | Nice graphics and stomping music, but average overall. |

## The SUPER PLAY CLASSIC Cute Collection

**Aaaaaaaaaaaahhhhhhhhhhhh I like the little raccoon best!**

*Xandra's Big Adventure.* Aaahh.

Pineapple from *Pop'n Twinbee.*

The girl from *Kikikaikai.* Bless.

The raccoon from *Kikikaikai.*

A ninjy from *Super Puyo Puyo.*

# BACK ISSUES

**ISSUE 19**
*Fatal Fury 2* reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book. Wow!

**ISSUE 20**
*Super Metroid* reviewed; a football special; a *Mega Man X* guide; and we tell you how to get hold of cheap carts.

**ISSUE 1: SOLD OUT**
Your complete guide to the SNES; *Super Mario Kart* reviewed; and a *Prince Of Persia* Super Player's Guide.

**ISSUE 2: SOLD OUT**
Peter Molyneux's show report; a *Zelda III* guide; *Axelay* reviewed; and a baseball games special.

**ISSUE 3: SOLD OUT**
CD ROM and the future; *Mickey's Magical Quest* reviewed; and a guide to *Super Mario World*.

**ISSUE 4**
The adaptor test; *Human Grand Prix* reviewed; what is an FX chip?; and a guide to *Another World*.

**ISSUE 5**
Game Genie vs Action Replay; *Assault Suits Valken* reviewed; and a *Desert Strike* guide.

**ISSUE 6**
*Starfox* previewed; *Super SWIV* reviewed; a *Street Fighter II* guide; and lots on the world of manga.

**ISSUE 7**
Interview with Argonaut; *The Addams Family* and *Starfox* reviewed; and a fantasy game special.

**ISSUE 8**
*Pop'n Twinbee* and *James Pond* reviewed; a player's guide to *Starfox*; and a driving game special.

**ISSUE 9**
Loads on *SFII Turbo*; the *Super Bomberman* challenge; an *Addams Family* guide; and more!

**ISSUE 10**
Fixing your SNES; *Final Fight* and *Striker* reviewed; a report from the CES; and a *Mystical Ninja* guide.

**ISSUE 11**
*Super Mario Collection*, *SFII Turbo* and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more!

**ISSUE 12**
A fantasy game special; an interview with Nintendo Hotline; and part one of our *Mario Collection* guide.

**ISSUE 13**
A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed; and third-party politics.

**ISSUE 14**
NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clayfighter* and *Plok!* reviewed; and more!

**ISSUE 15**
What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

**ISSUE 16**
*R-Type II* and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

**ISSUE 17**
*Mega Man X* and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

**ISSUE 18**
CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

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# SUPER MARKET

## HARDWARE FOR SALE

● Amiga 600 with external drive, mouse and excellent games. Worth £400. Including *Cannon Fodder, Sensi Soccer, Syndicate* and *Frontier 'Elite II'*. Good condition. £250 ono. Tel: (0234) 782534.

● Amiga 500, 1 meg, loads of games and utilities. £220 ono. Amstrad PC 7286, 40 meg HD, DOS 6, Win 3.1, S card, games, joystick and speakers. All boxed. £300 ono. Or both for £500. Tel: (0279) 427984, after 4.30pm.

● Amiga 500 with 1 meg RAM upgrade, two joysticks, one mouse, one mouse pad and around 80 games. For £200 ono. Game Boy also for sale. Tel: (0254) 248213, after 5pm.

● Amiga CD32 as new, with *Oscar, Diggers, Zool, Castles II* and *Liberation*. £200 takes the lot. Tel: Marvin (051) 498 4398.

● Amiga 500, 2 meg RAM, external disk drive, £300+ of software including: *SFII, Frontier, Syndicate* and *Pagesetter 3*. Also Panasonic KXP2123 colour printer and paper. Sell for £400, or separated price negotiable. Tel: (0892) 862510.

● Amiga 500+, external drive, meg upgrade, 10845 colour monitor (both good condition), about 120 games (most new), two joysticks and mouse. Sell for £250 ono. Tel: (0923) 285766.

● Amiga 600 + £100s worth of games, external drive, two joysticks, dust cover, disk box. Warranty and boxed – unwanted present. £280 ono. Tel: (0532) 560161, answerphone.

● Atari STE (unboxed), around 50 games and demos, including: *Microprose Golf* and *Robocop 3* (both 3D sims), three joysticks, mouse and mat. £160 ono. Tel: (0732) 838193.

● Atari 520 ST FM for sale, two joysticks, two mice, loads of games, demo disks and mags. All for £300(ish). Also a TopFighter joystick for SNES, £30. Tel: (0344) 482269, after 6pm.

● I will sell my Atari ST, Game Boy (and games for both), mountain bike and a Nikko radio controlled car. The whole lot is worth £700+. I will sell for £250 ono. Tel: Aaron (081) 953 3525.

● Game Boy for sale with Magnifier and six games. Worth £200, sell for £80, or swap for Super Nintendo games. Also *NBA Jam* for sale £45, or swap for *Flashback, Pilot Wings* or *Desert Strike*. Tel: (061) 903 9532.

● Game Boy with five games and carry case. All fully boxed and in mint condition. £50. Tel: (081) 399 4974.

● Game Boy, six games: *Zelda, Probotector, Tiny Toons, Castlevania Adventure, Battletoads* and *Tetris*. £100. Tel: Ron (071) 739 2897, after 3pm.

● Sega Game Gear for sale, comes with mains adaptor and five games, including *Sonic 2* and *Simpsons*. Everything boxed. All £100 ono. Tel: (0344) 779826.

● For sale: Game Gear and 10 games. AC adaptor and carry case. Worth £300, accept £200. Tel: (041) 942 2975.

● Game Gear with TV tuner, mains adaptor, Master System adaptor and 10 games, including: *Asterix, Devilish, Populous* and *Crystal Warriors*. Worth £440, sell for £180. Tel: (081) 540 7220.

● Game Gear, seven top games, carry case, AC and car adaptors. All boxed with instructions. £300 new, sell for £140 ono. Tel: (0737) 842231.

● JAP (PAL) Mega Drive (built-in JAP/English text switch) + Mega CD, three CDs, one cartridge, two Sega joysticks. Only £300 inc p&p. Tel: (0224) 826589, after 5pm.

● Neo Geo with games wanted to swap for SNES with 11 great games. Tel: David (0235) 533007.

● NES with four decent games, joystick, two controllers, light gun. Bargain at £45. Tel: (081) 301 3245.

● NES for sale, five games (*GI Joe, Bart 1* and *2, Addams Family* and *Home Alone*), two joypads, one joystick and a convertor for £90. Tel: (0277) 262122.

● Quick sale: NES with nine games and two joypads. Boxed (games and Nintendo) with instructions, in good condition. Sell for £85. Tel: (0635) 862770, after 4pm.

● NES with 10 games, including *Star Wars, T2, Tetris* and *Mario*. Also Game Genie and light gun. £130. Buyer must collect. No cheques. Tel: (081) 561 2260.

● I have a PC Engine GT with six very good games, mains adaptor, game convertor and carry case. All for £200, no cons, mint condition. Tel: Lee (081) 248 2606.

● Super Famicom (JAP SNES) for sale with 16 games, including *Secret Of Mana*. £280 ono. West London area. Tel: (081) 994 5830.

● JAP SCART Famicom, power supply, two joypads and one game of your choice. £70 cash. Other games at £12 each. All boxed as new. Tel: (0322) 441468.

● Super Famicom, boxed, SCART version (excellent condition), three games, convertor, two joypads. £115, will deliver. Tel: (0439) 812554.

● US SNES in mint condition. Will play all JAP/UK/US games at full speed/full screen and is 50/60Hz switchable PAL or SCART. £150. Tel: Lewis (0837) 840967, weekends.

● US SCART SNES, one joypad, one Super Advantage joystick and four games, including *Starfox* and *SFII Turbo*. All boxed. £180 ono. Tel: (0634) 842839.

● UK SNES; boxed with three games and two joypads. £125-£130 ono. Games are *F-Zero, Axelay* and *Super Soccer*. Tel: (081) 567 3011, after 6pm.

● UK SNES in excellent condition, fully boxed with four games, including *Mario Kart*, two controllers, convertor and mags. £115. Tel: (0455) 282897.

● SNES for sale, six games, two joypads, one pro pad and carry case. £200. Tel: (0272) 246719.

● UK SNES, 17 games (*Sensible, F B, R & R* (US)), two joypads (auto fire on one), warranty and adaptor (Pro). Worth £1,000, sell for £400 ono. Tel: (051) 644 0514.

● PAL SNES for sale with ASCii pad and six games, including *SFII Turbo, Mario All Stars* and FX adaptor. With lots of mags. Sell for £190. I am open to offers. Swap for A600 or A1200. Tel: Jordan (0385) 365282.

● For sale: SNES with *SFII*, two control pads (one is SN ProPad). All for £100. Tel: (041) 942 2975.

● SNES with *SFII, Flashback, Krusty, Bart's Nightmare, Prince Of Persia, Super Aleste, Zelda, Road Runner*, two joypads, a stack of mags and a huge *Turbo* poster. £300. Tel: (0245) 320335.

● UK SNES, two pads with 10 boxed games (*Mario World, F-Zero, Smash TV, Joe & Mac, SFII, Zelda, Sim City, James Pond, F1 Exhaust Heat, Super Star Wars*) and adaptor. £250. Tel: Nick (081) 995 5278.

● UK SNES (boxed), two controllers, one Saitek joystick, 13 games (all boxed as new) – *Mortal Kombat, Jurassic Park* and more. Tel: Justin (0295) 680647.

● Specially modified UK SNES in vgc and under warranty. Will play all JAP/UK games with no adaptor and at full speed/full screen. 50/60Hz switchable PAL/SCART. £140 ono. Tel: Lewis (0837) 840967, weekends.

● UK SNES, carry case, two controllers, US adaptor, all 19 issues of *Super Play*, four games (*SFII, Mario World, Kart* and *Collection*). £170. Tel: (081) 689 6502.

● UK SNES, nine excellent games (inc *All Stars, Jurassic Park, Royal Rumble, SFII*), boxed, controllers, adaptor, loads of mags, cart stacker. Bargain at £320 ono. Tel: (0752) 840721.

● US SCART SNES (boxed), two pads, six games (*Street Fighter II Turbo, Super Star Wars, Jimmy Connors' Tennis, Zelda, Cal Ripken Baseball, Super Volleyball II*). £200. No offers. Tel: Andy (0702) 712227.

● US SCART SNES, one pad and *Secret Of Mana* (RPG). All boxed, three months old. £90 bargain. Tel: Chris (0262) 672612.

● UK SNES for sale with *Mario* and two controllers, £99.99. Also for sale *Super Probotector, MK* adaptor, *Tecmo Super NBA Basketball* (best around), *Chuck Rock, Spiderman & The X-Men* and universal adaptor. All in good condition. Tel: (0277) 354384.

● UK SNES with one game and two control pads, (one is a speed pad). For £80, still boxed as new. Tel: Simon (0202) 602275, after 6pm.

● Mint UK SNES, *Alien³* (84%), *Jurassic Park* (89%), *Starwing* (93%), *Sim City* (84%), *Mario Kart* (93%) (*SP* ratings), three joypads including Comp Pro and loads of mags. Tel: (081) 698 0510.

● UK Super NES, two pads and *Super Tennis* for £75, Scope and other games also available. Tel: (0483) 487953.

● US SNES with SCART lead and 30ft phono leads branched off for connecting to hi-fi (*SP*16), PAL booster, Super Advantage, one controller and 21 games, inc *Lethal Enforcers, Goeman 2, R-Type III, Twinbee 2, Macross, Bugs Bunny, Turtle Fighters*, etc, etc. £430 ono. Can deliver in Surrey area. Tel: (0932) 785444, after 4pm.

● UK SNES and five games (*Mario Kart, Mario All Stars, Street Fighter II Turbo, Mystical Ninja* and *F1 Pole Position*). Two pads (one Game Commander) and 16-bit convertor. £270 ono. Must collect. Tel: (071) 358 9083.

● SNES, £110 ono, in excellent condition, hardly used, under three months old, two consoles. (UK) *SFII, Mario All Stars*, boxed and wrapped. Tel: (0224) 692651, after 6pm.

● UK SNES (excellent condition), all leads, one controller, comes with *Desert Strike* (UK), *Prince Of Persia* (JAP), *Pocky & Rocky* (US), convertor included. Only £150. Tel: (0604) 757915.

● Brand new UK SNES and five games, including *Starwing, Mario Kart, Mystical Ninja, Contra 3* and *Area 88*. All games over 90%. Plus 10 *Super Play* issues and convertor. £210. Tel: (081) 459 6218.

● US SNES, all necessary leads, two controllers, and four games, including *Starfox* and *Contra 3*. All boxed and in good condition. £140. Tel: Ian (0368) 863422, after 6pm.

● UK SNES with seven games and two controllers, all boxed in good condition. Games include *Mortal Kombat, Super Mario Kart, Starwing, UN Squadron* (all UK) and issues 1-10 of *Super Play*. £250 ono. Must collect. Tel: Iain (0532) 610986.

● US SNES with controller, all leads, *Starfox* (US), *Super Mario World* (US) and Pro Universal Adaptor. All brand new condition. Worth £250, will sell for £149. Tel: (0225) 422668.

● UK SNES for sale with 11 top games, including *SFII Turbo, Shadowrun, Bomberman, Striker, Star Wars* etc, convertor, two pads. £400. May separate. Tel: James (0535) 273269, after 6pm.

## GAMES FOR SALE

● Issues 1-6 of *Super Play* for sale, £30. Also *Starwing* (UK) £30, *Mortal Kombat* (UK) £37. Or swap for *Clayfighter* and *Secret Of Mana* and cash (I pay). Tel: (061) 684 7327.

● *Street Fighter II Turbo* (JAP) in excellent condition £40. Also *Last Resort* for Neo Geo £80 ono. Tel: (0923) 285766.

● I will swap my *Super Tennis* (UK) or *Super NBA Basketball* (UK) for *NBA Jam* or *Striker*. My games are not boxed and have no instructions. Tel: (061) 226 0830.

● *Super Probotector* (UK) £25 (no instructions or box). Must be able to collect. Tel: (071) 834 9032, after 6pm.

● *Mario Paint* with mouse, pad and instructions (boxed). £40. Tel: (02657) 62086.

● For sale: *SFII, Zelda, Alien³, Probotector, UN Squadron, Star Wars* and *Castlevania*. All UK, all £25. Tel: (0862) 894342.

● *Legend Of The Mystical Ninja* and *Cybernator* for sale. Both US. Both £30 each. Tel: (0705) 256813.

● *Super Mario World* for sale. £25 or swap for *Alien³* or *Star Wars*. All UK. Tel: (0223) 234828.

● *Super Bomberman* (UK), three weeks old, in great condition with box and instructions, £30. Tel: (0772) 785466.

● I have 50 C64 games for sale – they are all boxed with instructions. Price £10-£15 ono. Tel: Matthew (081) 660 5112.

● *Mega Man X* for sale (US) £35. Mint condition, one month old. Tel: (0273) 453364.

● NES games for sale: *Mega Man 3* £27, *Solar Jetman* £30 and *Iron Sword* £28. All boxed with instructions. Tel: (0803) 550256.

● Game Genie (SNES) £25 and *Starwing* (no box or instructions) £25. Or swap either of the above for multitap/*NBA Jam* (UK). From anywhere in England. Tel: Martin (0494) 564272, after 4pm.

● *SFII Turbo* (US) and 20 Mbit convertor, both £35; *Super Tennis* (UK) £20, *Spiderman & The X-Men* (UK) £20. Tel: (081) 908 0830.

● *Jurassic Park* only £25, *Super Smash TV* only £17 and Super Scope with six games (unused) only £23. Tel: (0622) 752945, after 8pm.

● *Axelay, Starwing, Shadowrun, Pop'n Twinbee, Desert Strike* and *Sim City*. All boxed, £25 each. Tel: (0825) 768554.

● SNES games: *Super Mario All Stars* (UK) £25, *Battletoads in Battlemaniacs* (US) £30. Turbo Grafx 16 (SCART), one joypad, two games: *Banks Adventure, Keith Courage*, £75. £110 the lot. Tel: (06973) 42258.

● SNES: *SFII* (JAP) £30, *Bart's Nightmare* (US) £25, *Super Tennis* (US) £25, *Fatal Fury* (JAP) £27. Plus Game Boy and Game Gear games. Also Spectrum+2 for £50. Tel: (0707) 322418.

● Bargains! SNES *Mario* £20. *Zelda* (US), *SFII, Addams Family, Pugsley's, Super Soccer*, all £25. *Jurassic Park, Tiny Toons* (US), *Striker, Pebble Beach, Mortal Kombat, Starwing*, all £30. All boxed with instructions, in very good condition. Will swap. Tel: (051) 426 1731, after 4pm.

● SNES games: *Mario World* (UK) £15, *Rock 'n' Roll Racing* (US) £25, *Zombies* (UK) £20, *Starwing* (UK) £20, *Phalanx* (US) £15. Tel: (0344) 25831.

● SNES (US versions) *Mystic Quest* and *Final Fantasy II* for sale, £30 no offers. As virtually new and boxed with booklet. Tel: (081) 670 7215.

● I will sell *Striker* for £35 (boxed with instructions), and *Mario All Stars* for £30 ono (no box with instructions). Tel: (0494) 837769.

● SNES game: *Smash TV*, boxed with instructions (UK) £25 Or swap for *Super Star Wars* (UK). Tel: (0535) 630684.

● For sale: *Decap Attack* £20. What a bargain! Tel: (081) 567 6499, after 6pm.

● *Mario Kart, Super Tennis, Super Star Wars, Alien³* and *Super Mario World*. All UK, fully boxed. £28 each. Tel: Alex (0525) 379967.

● *Legend Of The Mystical Ninja* for sale (US version), boxed with instructions, £25. Also *Super Probotector* £25. Tel: (051) 334 9401.

● SNES games for sale: *Jurassic Park* (UK) £30, *Alien³* (UK) £23 (both mint condition). Or will swap either for *Zombies* (UK) or *Bomberman* (UK). Both must be in mint condition. Tel: (0603) 53357.

● For sale (or swap): UK SNES games, including: *Aladdin* £30, *Alien³* £30, *Lemmings* £30, *Super Soccer* £25. I want: *Secret Of Mana, Ninja 2, Equinox, Pool, Pinball, NBA Jam, Sensible* and *FIFA Soccer, Top Gear 2, Augusta 2* and multitap. Tel: (0262) 671434, after 6pm.

● *SFII Turbo, Jurassic Park, Rock 'n' Roll Racing, Zombies* and *Super Mario All Stars*. £30 each. All in perfect condition. Tel: (021) 605 0259.

## FANZINES

● *Domain*, a new comic and anime game fanzine. If you're thinking about trying a fanzine, try this one! Tel: Mat (0985) 217437.

● *GM Power*. The best around. Reviews, tips, exclusives and much more. Buy it now! More issues to come. Tel: Gary (081) 789 0324.

● *Magic Finger* fanzine, 12 pages with over 100 game cheats, including *SFII*. Only £4 (inc p&p). Tel: Tim (0342) 323819.

● *PC Engine The Complete Guide*. 96 pages jammed with info and reviews. Tel: Richard (051) 922 7642, after 8pm.

● £1.25 for a PC Engine publication covering all the current and new software and hardware, including the 32-bit FX system. Tel: (081) 520 6451.

● Calling all animaniacs. Fancy reading an anime fanzine which has news, reviews and a swap shop? Well, *Otaku* bimonthly's for you. £1.50, computer typed. Tel: Anthony (0234) 360614.

● SNES games: *Secret Of Mana* (US) £35, *Turtles Tournament Fighters* (US) £32, *Alien³* (UK) £25, *Starwing* (UK) £25 and *Tiny Toons* (UK) £25. Tel: Ahmad (0753) 885634, Mon-Fri 5pm-10pm, Sat-Sun 9am-10am.

● SNES games for sale: *Street Fighter II* (US) £18, *Bubsy* (US) £16, *Sim City* (UK) £13, *Castlevania* (UK) £14, *Top Gear* (UK) £14, *Starwing* (UK) £14 and *Turtles* (UK) £13. All boxed with instructions. Tel: John (0279) 413958.

● SNES games for sale: *Street Fighter II Turbo* £40; *Batman Returns, Tiny Toons, Mystical Ninja*, £30; *Another World* and *Super Smash TV*, £15; Pro Action Replay £25. Tel: (081) 540 7220.

● For sale: *Mario Kart, Star Wars, Bomberman* and *World League Basketball*. All UK, £30 each ono. Tel: (0285) 712600, evenings except Fridays.

● *Contra 3* (US) £25, *SFII* (US) £25; both in perfect condition with box and instructions. Buy both for £50 and get a free Datel universal adaptor. Swaps also considered. Tel: (081) 948 0332.

● *Striker* (UK) £30, *Legend Of The Mystical Ninja* (US) £25 (with convertor £32). Tel: (051) 334 9401.

● *Dungeon Master* (US) £30, *Starfox* (JAP) £25; or both for £50. Both are in excellent condition. *Smash TV* (JAP) £20 and *Super Tennis* (JAP) £20. Tel: (071) 627 0491.

● *UN Squadron* (JAP) £22, *Axelay* (JAP) £22, *Fatal Fury* (JAP) £25, *Desert Strike* (US) £25, *SFII* (US) £25 and *SFII Turbo* £35. Tel: Jim (0237) 476602.

● SNES games for sale: *Flashback* (UK) £25, *Alien³* (UK) £25, *Sunset Riders* (UK) £25, *Starwing* (UK) £25 and *Super Ghouls 'n' Ghosts* (JAP) £15. Tel: (Sheffield) 556826, Mon-Thurs 10am-6pm.

● Don't believe all you read. For sale: *Super Pang* 90% and *Q*Bert 3* 92%. £20 and £15. Tel: (0923) 827736.

● Super Nintendo game: *Zelda* (UK) £25; in excellent condition, boxed with instructions. Tel: Matt (0472) 695854.

● 14 games for sale: US or UK games, including *Secret Of Mana* (and adaptor which plays it), £55. *Flashback* £30 and *Lost Vikings* £30. Tel: (0297) 60451.

● For sale: 19 Chinese *Dragon Ball* comics (100+ pages) £35; *Mean Machines* 1-24 £40; *Super Play* 1-15 £25, *Ranma 2* (JAP) £25 and *R Of Shinobi, Gynoug* £12. Tel: (0889) 566170.

● 15 SNES games for sale between £20-£25, including: *Starfox* (US), *Bubsy* (US), *Final Fight 2* (JAP), *SFII* (US) and *Contra 3* (US). Convertor £7, *Super Mario Kart* (UK), *Tiny Toons* (UK) and loads more. All games boxed. Tel: (0789) 764040.

● JAP games: *Super Ghouls 'n' Ghosts, Super R-Type, Populous, Jerry Boy, Super Adventure Island* and *Final Fight*. US games: *Final Fantasy II, Street Fighter II, Zelda II, Bart's Nightmare* and *Spiderman*. All £30-£40. Tel: (0232) 683130.

● 17 SNES games for sale, including: *Street Fighter II Turbo*. Four Game Boy games for sale, including *Zelda*. And three Game Gear games for sale, including *Sonic 2*. Also GG TV tuner for £40. Tel: (0707) 322418.

● Six top games (UK), all boxed with instructions. All less than £20. Swaps considered. Also issues 1-16 of *Super Play* for sale. Tel: (0572) 724019.

● Games for sale: *Legend Of The Mystical Ninja* (US) £25, *Final Fight Guy* (with music CD) (JAP) £20 and *Street Fighter II* (US) £20. All as new. Interested? Tel: Mike (0784) 461286.

● SNES games for sale: *Zelda III, Super Tennis, Axelay, Dragon's Lair, Striker* and *Desert Strike*. £24 each. Tel: Chris (081) 876 1961, 5pm-7pm.

● For sale: *Starwing* (UK) £25, *Mario All Stars* (UK) £30. Both in excellent condition with box and instructions, etc. Also *Super Mario World* (UK), no box, £7. Tel: (0252) 873556.

● *Super Mario World* (UK) £15, with instructions. Swaps considered. Tel: Darren (081) 294 2854.

● *SFII* (UK) £27; *Bart's Nightmare* (UK), *Double Dragon* (JAP), *Dragon's Lair* (UK), all £24. Tel: Andrew (0562) 820938.

● SNES games for sale: *Castlevania* (UK) £15, *Jimmy Connor's Tennis* (US) £17, *NHLPA Hockey '93* (UK) £22, *Pugsley's Scavenger Hunt* (US) £26 and *Buster Busts Loose* (US) £18. Will swap two of the above for *Super Bomberman* with multitap (US or UK). Tel: (031) 556 1788.

## WANTED

● Wanted: US copy of *Pilot Wings*. Will pay £20. Tel: (081) 599 0647, answerphone.

● I need *Final Fight* for the SNES (UK). Will swap *King Arthur's World* or *SFII*. Tel: (0225) 767999.

● SNES and Atari Lynx games wanted. Cash waiting. Tel: (0463) 221173.

● *Black Bass*. Will anyone sell me *Super Black Bass*? Tel: (0442) 823428.

● Wanted: *SFII Turbo* (JAP/US/UK). Buy for £20, or swap for my brand new *Mario All Stars*, or *SFII* and *Mario World*. Tel: (0491) 578867.

● Wanted badly: NES *Gyromite* and *Rob*. Pay up to £40 both together. Instructions if possible. Tel: Nick (0284) 761083.

● Neo Geo with games wanted to swap for SNES with 11 great games. Tel: David (0235) 533007.

● I want *Super Mario Kart* and Pro Action Replay. £15 each. Tel: (Portugal) (039) 715763.

● Game Boy wanted. Will pay up to £15 and it must be in good condition. It doesn't have to have games with it. Thanks. Tel: (081) 771 0507.

● Wanted: *Super Play* 1, 2 and 3. Will pay £10 for all three or £3 each; or will swap for universal adaptor, *Super WWF* or *SFII*. Tel: (0895) 421085.

● Wanted: *Zelda III* (UK), will pay up to £30. Also wanted: *Top Gear, Top Gear 2, SFII, F-Zero* and *Super Star Wars*. Tel: (0420) 89882.

● PC Engine card hardware and software wanted: joypads, machines, *PC Kids, Air Zonk, Devil Crash, Soldier Blade, Son Of Dracula, Be-Ball, Formation Soccer, Bomberman, Naxat Open, Motoroader* and more. Tel: (0252) 621601.

● Wanted: *Samurai Showdown* or *World Heroes* for Neo Geo. Also wanted: a buyer for my *Street Fighter II Turbo* (JAP), in excellent condition, for £40 ono. Tel: (0923) 285766.

● Chinese Jackie Chan films wanted in exchange for mine. I have *Crime Story, Cityhunter* and more. Tel: (0234) 841858.

● SNES games wanted, especially: *Pool, Secret Of Mana, Equinox, Mystical Ninja, Pinball, Sensible Soccer, Jurassic*, golf games, *Top Gear 2, NBA Jam, Zombies, Stunt Race FX* and *Augusta 2*. Also multitap wanted. Tel: (0262) 671434, after 6pm.

## MESSAGES AND EVENTS

● *Super Play* mags, issues 2-14 inclusive. £25 the lot, no splits. Tel: Charlie (0865) 243684.

● SD *SFII Turbo* models for sale £30. All painted *Champion* colours. 12 models, brand new. Also *Mickey* (US) and *Mystic Quest* (US) for sale, £27 each. Tel: Kenny (041) 639 3783.

● Kim Basinger. Ah, now I have your attention. I'm flogging an Action Replay for £25 and *Starwing* for £20. Tel: Paul (0642) 300416.

● *Mortal Kombat 2* moves. Know how to morph into any character with Shang Tsung. Over 100 moves on four sides of A4. 70p. Tel: Mark (0633) 859868.

● Sell: *Bubblegum Crisis* no 1. Excellent condition, £15. *F-Zero* (JAP) £15 (box without instructions). Tel: (081) 948 5480.

● *Super Play* back issues 3-18, all in excellent condition, only £25 the lot, or £2 each. Sheffield area. Tel: (0742) 448188.

● All issues of *Super Play* for sale. Issue 1 and 2 £10 each, all others £3 each. The lot for £40 (sorry, no issue 3). Also all the original *Mean Machines* (1-24) for sale, £35. Will split. Tel: Mike (0784) 461286.

● W Wong, star of Mode 7, issue 19. You seem to know everything about *Dragon Ball*. I need info on all charas. I'll swap for some of my vast anime collection. Tel: (0787) 373125, after 6pm.

● Dear chicken, give me Lilianne's E-mail address, or I will tell her about your pizza face next time I'm on IRC...

● Modify your UK SNES to full screen and full speed (+20%) and play all UK/JAP games without adaptors. 50/60Hz switch with PAL or SCART on UK TV. Tel: Lewis Logaridis (0837) 840967, weekends, or leave message weekdays.

## SWAPS

● I have *Super Mario Kart/World, SFII, Starwing, Super Tennis* and *Striker* for sale or swap. All UK, prices negotiable. Tel: (081) 446 5278.

● I will swap *Royal Rumble* for *NHLPA '93* or *Striker*. I will also swap *Jimmy Connors* for *Jurassic Park*, and I will swap *Batman Returns* for *Sunset Riders*. Tel: David (0698) 268138.

● I will swap *WWF, Super R-Type, Mario All Stars*. Swap for most car games or RPGs. Tel: (0332) 677085.

● I have *Tiny Toons* (UK), unboxed. I would like *SFII, SMW* or *Mario All Stars*, others considered. Tel: (0693) 66609.

● I have for swap: *Pilot Wings, Super Soccer, SFII Turbo, Mario Land* and *Road Riot* for *Mario Kart* or any two-player games. London only. Tel: Shaun (081) 859 8235, evenings.

● Swap my *Jurassic Park, Royal Rumble* or *Aladdin* for your *Super Bomberman* or *Mystical Ninja* (must be UK). Tel: Andrew (0235) 531857.

● I would like to swap *Starwing* (UK) and *Tom And Jerry* (US) for any good game. Two for one. Tel: (081) 960 1757.

● I have got *Zombies* (UK), *Cybernator* (UK) and *Kikikaikai* (JAP). I want *Sensible Soccer, Mr Nutz, Ranma 1/2* or anything else smart. Tel: Rich (0824) 704051.

● Swap most of my games including *Super Star Wars, Tiny Toons* etc, for any good games. Tel: George (0273) 585391.

● I will swap my *Starwing* (UK) for *Sim City*. Tel: (Windsor) 866964.

● Swap my *SFII* (UK) for *F-Zero* (UK). Must be boxed with instructions and in good condition. Tel: (0706) 818685.

● I have SNES *SFII* (UK). I will swap for *Zelda III, F-Zero* or *Top Gear* (UK only), or any decent game. Tel: (0823) 321303.

● Sex! That got your attention. I will swap my *SMW, Pilot Wings, Super Tennis* (all UK). Swap any of these for your UK *Mortal Kombat, TMNT TF, NBA Jam* or any other decent game. Tel: Mark/Paul (0527) 520279.

● I will swap *Mystical Ninja* for *The Legend Of Zelda*. Tel: (0782) 599872.

● SNES with 11 great games, swap for Neo Geo with games. Tel: David (0235) 533007.

● Swap my UK SNES for your US SNES or JAP SNES. Tel: Rowan (0494) 528608, after 4.30pm.

● I want to swap my *Bubsy Bobcat* for your *Super Soccer Champ* on SNES. Tel: (0462) 433843.

● I will swap my *Starwing* or *Super Star Wars* (both UK) for *Zelda III* (UK) or *Zombies* (UK). Tel: (0844) 290589.

● Swap my *Aladdin, Striker, Mario All Stars* and *Mickey's Magical Quest* (US) for *T Tournament Fighters* and *NBA Jam*. Tel: (0934) 624948.

● I will swap my *Turtles Tournament Fighters* for your *NBA Jam, Pilot Wings* or *Bart's Nightmare*. Tel: (07995) 41299.

● I have *Best Of The Best* (UK). I will swap for *Sim City* or *Mortal Kombat*. Tel: (0236) 739778.

● I will swap my UK *Virtual Soccer* or *Super Bomberman* for your UK *Sensible Soccer*. Tel: (071) 586 0815.

● Swap my PAL version *Desert Strike* and *Axelay* for two of your PAL version SNES games. Will swap for *R 'n' R Racing, Jurassic Park, Shadowrun* or *Super Star Wars*. Tel: (0344) 779826.

● I will swap my *Shadowrun* for your *Zombies* or *Sim City* and £7. I'll also sell it for £30. I'll swap *Axelay*, issues 5-19 of *Super Play* for *NBA Jam*, or sell for £55. I'll swap *World Class* for multitap or sell for £20. Tel: Chaz (0705) 321600.

● Swap SNES, Mega Drive and Game Gear games. Swap two of your SNES games for my Lynx with five games. Your two games preferably include *NBA Jam, Clayfighter, R 'n' R Racing* or *TMNT T Fighters*. Tel: James (0924) 848007.

● I will swap my *Mortal Kombat* for *Super Bomberman* and multitap. Tel: Nathan (0656) 782929, after 6pm.

● I'll swap US *Super Kick Off, Addams Family 2*, or *PitFighter* (all boxed), for any good UK SNES games. Tel: Phil (0325) 357154, after 5pm.

● Swap SNES *Super Smash TV* (UK) (93% *Total!* rating) for any good SNES driving games or good soccer games. Any SNES games also considered. Chelmsford area. Tel: Gav (0245) 461459.

● JAP SNES for sale or swap. Three games, three joypads, including turbo pad. Sell for £100 or swap for UK SNES. Tel: (0300) 320238.

● Swap my *Prince Of Persia* (UK) or *Striker* (UK) for your *Zelda III* (UK). Tel: (0592) 743074.

● Three for one! *Jurassic Park, Blazing Skies, Super R-Type* in exchange for *Super Strike Eagle*. (UK SNES version only wanted). Can deliver anywhere in UK. Tel: (0277) 200628, after 5.30pm.

● I want to swap my *F-Zero* or *World Class Rugby* for *TMNT Tournament Fighters* or *Mario And Wario*. Tel: (0232) 342050.

● For swap: boxed UK SNES with 12 games, plus Pro Action Replay and boxed Mega Drive with 10 games. I want Neo Geo with games. Tel: Ricky (081) 368 7486.

● Swap Super Nintendo, five games and two joypads for Neo Geo and games, CDi, or 3DO also with games and joypads, or Mega Drive. Tel: (0443) 691647.

● UK SNES games for swap: *Dragon's Lair, Super Star Wars* and *Lemmings*. All boxed with instructions. Any good games considered. Will sell for £20-£25 each ono. Tel: Ben (051) 425 4807.

● Are you bored with your *NBA Jam*? Or have you lost your patience with your *Goeman 2*? If so, I'm your man, I'll swap any of my games (eight in all) for yours. Tel: (0892) 662605.

● I will swap your *Mortal Kombat, Striker* or *Rock 'n' Roll Racing* for my *Street Fighter II*. Tel: Nathan (0978) 854657.

● Swap *Super Empire Strikes Back* with *NBA Jam/TMNT Tournament Fighters*. Tel: Safian (0223) 511129.

● Swap my *SFII* (UK) (no box with instructions) for *Zelda III, Castlevania IV* or *F-Zero*. UK versions only. Tel: Cameron (0475) 783143, Wednesday and Thursday only.

● I will swap my *Blues Brothers* (UK) for *Asterix, Pop'n Twinbee* or *Parodius* (UK or US). Tel: (0356) 625056.

● Mega CD II and Mega Drive, plus 20 games worth over £1,000 (boxed and in immaculate condition), for your Neo Geo and at least four good games. Must be in good condition. Tel: (0278) 425262.

● Will swap my *Zombies* (UK), *Lagoon* (UK), *Sim City* (UK) (all boxed with instructions), for *Ranma 1/2* (JAP), *Super NBA* or any manga videos (*Akira, Fist Of The North Star*). Tel: Neil (0843) 834055.

● I will sell *Street Fighter II Turbo* (US) for £45, or will swap for *NBA Jam* (US), *Pop'n Twinbee 2* (JAP or US) or *Flashback* (US). Tel: (0823) 278306.

● Swap my *Pilot Wings, Mario World, Super SWIV* or *Zelda III* for your *SFII Turbo, Lost Vikings, NHLPA '94* or any good games. Tel: Chris (021) 744 8892.

● SNES with 11 great games. Swap for Neo Geo with games. Tel: David (0235) 533007.

● Swap my UK *Sim City* and *Super Mario Kart* for your *Dragon Ball Z* (JAP), *Metal Marines, Legend Of The Mystical Ninja* or any good games. Tel: (0932) 821602, after 5.30pm.

● I am willing to swap my *Super Star Wars* and *WWF Super Wrestlemania*, both boxed with instructions. Will swap both for *SFII Turbo*. Tel: (0342) 326753.

● I will swap *Addams Family 2, Axelay, Alien³* and *Batman Returns* (UK) (excellent condition), for *Empire Strikes Back* and *Tournament Fighters* (I will swap two for one). SNES. Tel: (0727) 857089.

● I will swap my *Mortal Kombat* (UK) for *NBA Jam* or any good SNES game. Only in the London area! Tel: (081) 904 5118.

● Swap *Mortal Kombat* (UK), *Jurassic Park* and *NHLPA Hockey* for *Clayfighters, Super Strike Eagle, Zombies* or *Rock 'n' Roll Racing* (US). Swap one for one. Tel: (0543) 672050.

● Swap my *Cybernator* (UK), *Starwing* (UK) or *Pugsley's Scavenger Hunt* (UK) for your *Sensible Soccer* (UK or US). Tel: (0241) 875876, after 5pm.

● I have *Virtual Soccer* (UK), *Pop'n Twinbee* (UK) and *Jimmy Connors*. Will swap for *Sunset Riders, Top Gear 2* or *Zombies*. All UK please. I might swap others. Tel: (0395) 578087.

● Swap *F-Zero* and *Super Soccer* (unboxed with no instructions), for *Secret Of Mana* or any other good games. Tel: (0778) 380821.

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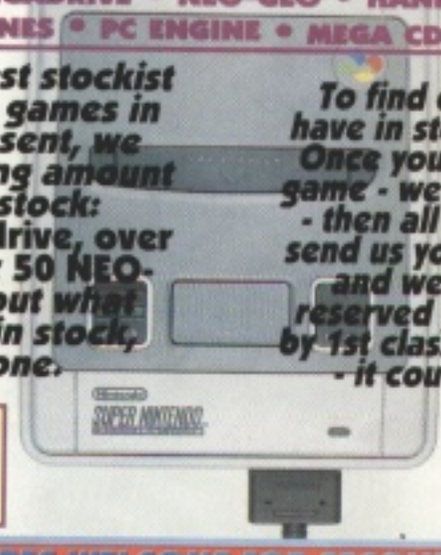

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## SUPER STREET FIGHTER II

***The best game you'll ever play on your Super NES!***
***See the new moves and characters first in TOTAL!***
***You'd be dribbling mad bonkers to miss it!***

# TOTAL!

**ON SALE THURS 21st JULY**

***The first reviews. The best previews. The hottest news for all Nintendo owners.***

# NEW TO THE UK

Gently helping you to sit up in bed and survey the latest official releases through your half-closed eyes is James Leach. Groan as he raises the cup of SNES medication to your parched lips. Gulp, then slump back, exhausted.

## ALL AMERICAN CHAMPIONSHIP FOOTBALL

**THQ/£39.99/4 Mbit**

Way back in issue 19, *Super Play* reviewed a novel two-in-one cartridge which packaged together a baseball game and an American football game. Tony said at the time that this was 'an utterly splendid idea, squeezing two completely different games onto one cart'.

*All American* is one of those games, now left alone to fend for itself in the tough world of the shop games-shelf. And, sadly, it's not well prepared for survival. Oh, it's not bad; it's just that there isn't much point in buying it when you can get it and another game for not much extra.

The game is viewed from an isometric 30 degree angle, which is pretty clear and sensible (although not as flexible as *Madden*); and there are 28 teams, 51 offensive and 45 defensive plays to choose from. This, too, is respectable. *All American* is actually one of the easiest gridiron games to get into, so if you're still baffled by the complexities of American footy, this is one nice way of easing yourself into it

All the same, there are better US footy games on the SNES. We still reckon *Madden* (in whichever incarnation) is king.

Full review in issue 19.

## BOXING LEGENDS OF THE RING

**Bandai/£49.99/8 Mbit**

Boxing games are a very hit and miss affair. Sorry. What a waste of ink. Er, boxing games vary a great deal from being utter rubbish to being *Legends Of The Ring*. It's simply the best game of this sort we've seen on the Super Nintendo. It's got the lot: tons of moves, loads of real boxers (which actually look like who they're supposed to), and brilliant graphics and sound effects.

The controls are simple, yet intuitive. You only use two buttons, but you get the different punches by moving the joypad around as you whack. The stamina and health of your boxer is the key to winning, and you must play tactically, blocking and giving your man time to recover before launching the next assault.

It's exciting, skillful and provides a fistful of generally great entertainment. Oh, and it gets better when you have the two-player mode on. *Boxing Legends Of The Ring* – as we said in issue 14 – is a marvellous cart, and if you're even slightly interested in the fight genre, you should get hold of a copy with all haste.

Full review in issue 14

OVERALL SCORE: 87%

## THE FLINTSTONES

**Bandai/£49.99/8 Mbit**

This caused a bit of a split decision in the *Super Play* office. Tony and Wil reckon it's an all-right game, but James and Zy thought much of it rather dull. So perhaps the best thing is if you made up your own mind.

It's a platformer, which doesn't bode well, especially when you consider that the platforminess of *The Flintstones* is incredibly samey. You don't get the level variations which made so many middle-of-the-road games like this rather more bearable.

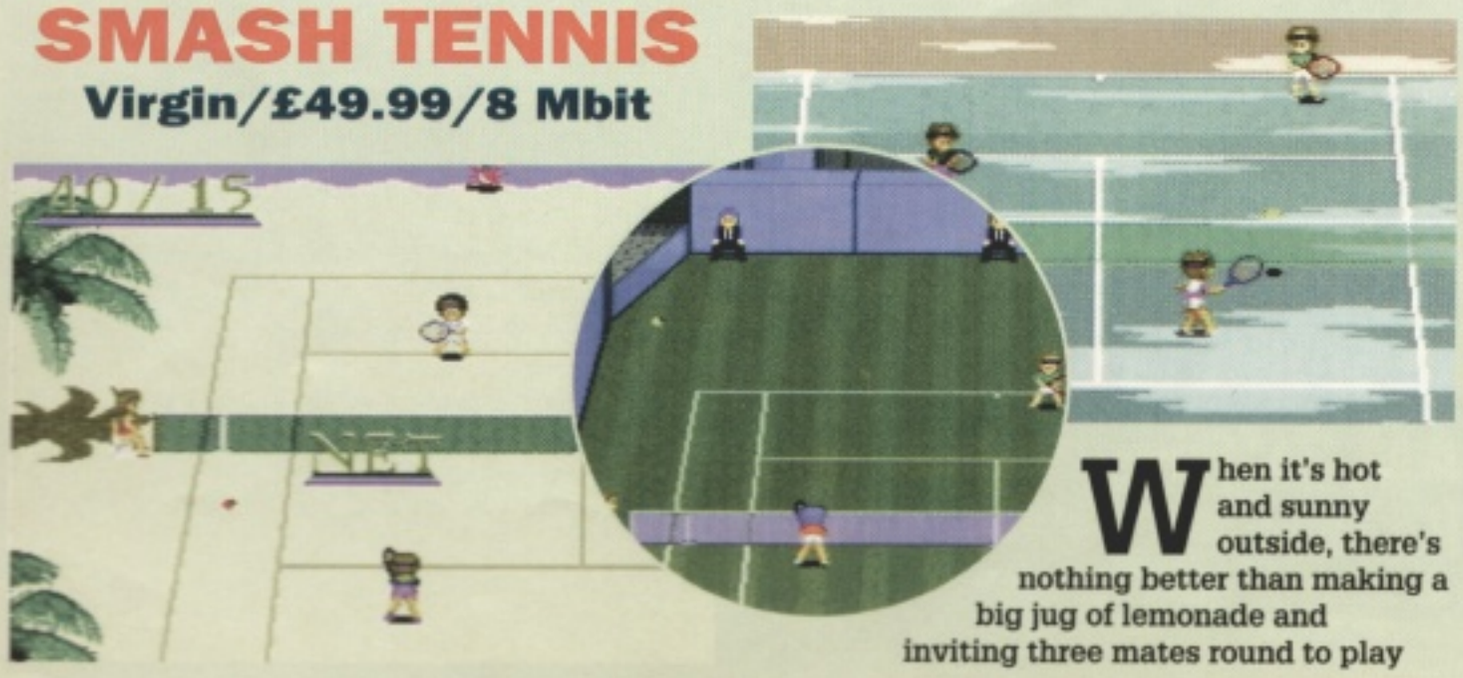
As you wander around Bedrock, trying to get the treasure back or something, you must participate in a load of sub-games, which are either puzzles and memory tests, or they're Mode 7 running *Mario Karty* bits. Except not as good, obviously.

There's quite a bit of stuff to get through here, what with the cart being 8 Mbit and all, but as much of it is fairly tedious, *The Flintstones* can't really be recommended.

Full review in issue 20

## SMASH TENNIS

**Virgin/£49.99/8 Mbit**




When it's hot and sunny outside, there's nothing better than making a big jug of lemonade and inviting three mates round to play *Smash Tennis* on your Super Nintendo, indoors, in the cool.

This game came out on import as *Super Family Tennis*. And jolly nice it was too. The playability was completely addictive, and as you improve, the game gets better as well, until (when you are really good) rallies last for ages and get immensely nail-biting.

Four players may play at once, thanks to the multitap, and these provide the best games of all. But even if you're all alone, you can still have a remarkably fine time playing this game. There are a few good tennis games on the SNES, but when the time comes to choose one, you could do far worse than opt for *Smash Tennis*.

Full review in issue 11

OVERALL SCORE: 83%

# NEXT MONTH IN SUPER PLAY

**SUPER PLAY**

**ISSUE 22**
**will be psionically linked to the latest *Newtype* on**
**Thursday, 7 JULY**
**Miss it and mutate into a demon!**

## HOW MUCH DO CARTS COST ELSEWHERE?

In our tireless quest to bring you the best info, we've been roaming across the globe to find out how much other countries pay for their SNES games. The results will be surprising. Very surprising. In fact, the results will be as surprising as returning home one evening to find a legion of well-trained and highly motivated Roman centurions building a long, straight road from your bathroom, downstairs through the kitchen – and out the back door towards Colchester.

## HOW TO DRAW ANIME

The response to our question: 'Would you like to know the basics of anime?' was huge and positive. So next month, Wil is going to be showing you how to get started on the road to anime-style drawing.

Yes, within a month (after reading his informative guide) you'll be earning thousands and living in Kyoto with sketch-books full of the most wonderful artwork ever. Or it might take a tiny bit longer than that.

## NBA JAM TIPPED INTO INFINITY

There's so much tactics and strategy packed into this game that it's a wonder that the cart doesn't crack open, spilling out a sort of orangey tactical goo.

Our team of above-average-height tipsters take on the jammers and learn every move that's worth knowing, as well as a few that aren't (and which you can forget about as soon as you've read them). It will be the guide of a lifetime. After you've read it, you'll be able to play real basketball very well, too. Quite possibly.

## REVIEWS

**● HAMMERIN' HARRY**
This is becoming a regular on the Next Month page. The reason? Well, we're still waiting for the Japanese to release it. Which they're about to do in the next few minutes, according to our special clock which shows the time in Japan. So we'll be reviewing it very, very soon.

**● SHUT UP AND JAM**
The footy is raging in America, so we thought we'd take a look at some more basketball games. Because we like taking the road less travelled and stuff like that. And because it's about time we saw this game.

**● JAMMIT**
Another basketball game based around the theme of playing free-form music with your friends, or 'jamming' as it's known. Jamming also means blocking your enemy's radio frequencies in times of war.

## RESERVE YOUR COPY OF SUPER PLAY!

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## THE SUPER QUIZ ANSWERS

**You'll find the questions to the answers on page 18. (If you see what we mean.)**

**EASY**
1) An opossum. (Which is a kind of fish or something.)
2) Undersea. All the others have the word 'Strike' in their title.
3) Three. But that droid-thing is the best.

**MEDIUM**
1) *FIFA International Soccer* from Ocean.
2) Grand Master Challenge.
3) Only four. Imagine that!

**HARD**
1) Samus Aran.
2) He can jump much higher than any of the others.
3) 256.

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